

FEATURE PRESENTATION: VIRTUA FIGHTER 3 NEWSLINE: DEAD OR ALIVE • FAR EAST OF EDEN • RIGLORD SAGA 2 COMIX: SUPER STREET FIGHTER II: CAMMY • SAMURAI SHODOWN

GAME ON! USA

THE MAGAZINE OF ELECTRONIC MANGA GAMING



FEATURE PRESENTATION

VIRTUA FIGHTER 3

NEWSLINE

FINAL FANTASY VII
FIGHTING VIPERS
PSYCHIC FORCE

COMIX

SUPER STREET FIGHTER II: CAMMY
SAMURAI SHODOWN

GAME ON! SPEAKS TO YU SUZUKI,
CREATOR OF SEGA'S LATEST

GLAMS: ABOVE AND BEYOND

A NEW COMPANY COMES WITH THE CREATOR OF MACHO

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PLUS...

An exclusive interview with Fred Perry, creator of GOLD DIGGER!



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the Gamest Syndrome



Every now and then I realize that we don't print much about the arcades. It's not as if overwork keeps us indoors, hunched over our Saturns and PlayStations and Nintendo 64s 80 hours a week; in fact, most American video game magazines are tilted towards the home angle, despite so many games being arcade ports. Why? For one, there's more to write about. Also, home system reviews carry more weight than arcade reviews; most people are more likely to spend 25 cents on a mediocre-looking arcade game than \$59.95 on a potentially bad CD-ROM. Lastly, arcade games don't always get much publicity; they're pitched at arcade operators, not players.

The exceptions to the "focus on home systems" syndrome are a few specialty magazines, of which the most notable is *Gamest*, which just celebrated its 10th anniversary in Japan. *Gamest* is often considered the über-arcade magazine, and has more text about pulling off combos and surviving shooters than the daily newspaper has about news. Between *Gamest*, *Gamest Ex* (a console side-magazine) and *Gamest Comic* (a supplement with nothing but gaming manga), Japan's arcade scene is very well-covered. In America, there's nothing which unifies the world of players with the world of arcade owners. For every *Virtua Fighter 3*, there are plenty of flops, and games which get no mention in the press.

Irrelevant to game quality, arcades are unique places, like going to the movies compared to renting the video. One factor in arcade-as-hangout, when I was too young and poor to own systems, was that "adventurous" bad arcade feeling, like hanging out underage in pool halls. Our mall arcade was closed down and the doorway walled over when someone was knifed there; another arcade was closed after

some people ran up in broad daylight, carried away a *Street Fighter II* game, and loaded it into a truck. Who cared about street fighting...this was the real thing! Ever since I've been old enough to feel safe in American arcades, I've been a little disappointed (though it is still the best way to play *Soul Edge*).

Arcades have two sides, then: the well-lit, high-tech *Gamest* side and the... "other" side. Back from his trip to Japan, *Game On! USA* writer Kit Fox commented extensively on the cool Japanese arcades, where you can get video-game keychain figures in vending machines. (In Japan *Tekken* is nowhere to be seen; *Virtua Fighter 2* is ubiquitous; and Capcom games are slightly more popular.) Simultaneously, writer Raymond Pat returned from Hong Kong. Hong Kong seems more like the arcades I'm used to; Pat described it as smoky and competitive, and told an infamous "man going psycho over *Street Fighter II*" story which I'm sure is on its way to urban legendhood.

Both Hong Kong and Japan are great places to play, in different ways. They have in common that, in both places, games are taken more seriously than here. Maybe that's the audience you need for a magazine like *Gamest*. Until then, we'll continue to focus on home games, like nearly everybody else...though if you go to arcades in San Francisco, you may see Kit, Raymond, Toshi and Your Editor trading blows.

Jason Thompson

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Jay McGavren (ONI Command) was struck by tragedy this month...he was forced to spend more repairing his truck than he spent on games. He's now recovering from the resulting nervous breakdown, and is gladly accepting blank checks made out to his importer.



A native of Connecticut and a junior in high school, **Chris Kohler (ONI Command)**'s first work in *GO! USA* was that of Official Cheat Ferret for *Final Fantasy V*. However, he aspires to make a name for himself in the video game world by publishing a review or humor piece, and buttering up *Game On! USA*'s editor. As his fanzine, *Video Zone* (see Issue #5), wasn't enough!

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NICE PUNCH.

Unfortunately, he has an iron jaw
(and a rocket launcher).

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Virtua Fighter 3 is made to take 3D fighting games to a new high...and to that sacred sequel number, 3

Virtuosity

Virtua Fighter 3: An Inside Source

When it premiered at the AOU arcade show in 1996, all eyes were on *Virtua Fighter 3*. Sega's AM2 development team, under the helm of Yu Suzuki, invented the 3D fighting game genre and captured fans' hearts—particularly in Japan—with the release of *Virtua Fighter* in 1993. The human body had never before been rendered in such detail in realtime, and *Virtua Fighter 2* was an even bigger hit, with VF2 and the slightly modified VF2.1 both simultaneously on the Japanese Arcade Top Ten.

Rumors about *Virtua Fighter 3* ran rampant; one claimed the character who became sumo wrestler Takarashi would be called "Butcher" instead; others said that Capcom had planned to show *Street Fighter 3* at AOU, but after a quick look at *Virtua Fighter 3*, took the SF3 prototype back to the labs lest its thunder be stolen. Now the game itself is out. How will it do?

Following is an interview with Mr. Nakajima, a source within the AM2 R&D team at Sega. Starting way back on our VF3 timeline, this shows the status it was at in late June.

Game On! We understand there's a fourth button on the *Virtua Fighter 3* arcade unit. What does it do?

Nakajima: Its working title is the dodge button. It's a button that allows the character to move forward or back to avoid an attack. Using the dodge button and

the lever allows you to change the variations of your dodges. Not only will you be able to avoid an attack, you'll be able to attack with a counter using this button. In using this button effectively, even first-time players could defeat a *Virtua Fighter 2* expert; even while you're dodging, you can start entering your next attack. Think of it as moving in response to a thrown dodgeball. We're setting it so that if you use the dodge button and the guard button about equally, it's going to be a really good fight.

Game On! Where's the button located relative to the others?

Nakajima: Within in-company testing it was next to the kick button, but the final location is still not set. It'll allow you to move on the 3D plane around your opponent.

Game On! How does it compare to the guard button?

Nakajima: We've changed the guard button a little bit to work along with the dodge button.

Game On! There have been some changes in attack "levels" (upper, middle, and low). How does this effect gameplay, such as the "undulation" attacks [such as a kick that hits the head first and then the lower body—Ed]?

Nakajima: Basically, attacking low from a point higher than your opponent does more damage. When you take damage, you can slip from a stairway, or fall, etc. Attacks from a higher point will have more advantages, so there might be battles to fight for the higher vantage point.

Game On! Wow. Are there any "special effects" you can tell us about?

Nakajima: In Jeffrey's stage you'll see the sand move in accordance to the players moving on top of it.

Game On! The stage set-up looks very unique.

Nakajima: There are various types of stages in VF3. There are stages with a ring-four on all sides, stages with a wall on all four sides, walls on only parts of the stage, and stages with extreme level differences. For example, there are stages on the roof of a Chinese restaurant, the great wall of China, a library, a platform on the subway, a lone island in the South Pacific...on the southern sea stage, if you "ring out", you fall into the water. The ring's boundaries may not be a straight line. We're hoping that each stage, everybody will have new strategies to play.

Game On! Have you changed the commands from the first two games?



Virtua Fighter 3: The Gameplay

Fresh from playtesting an 80% complete *Virtua Fighter 3*, *Game On!* Editorial Liason and fighting gamer Kunitori Nakamura tells what he thinks of its feel. VF3 costs 200 yen (\$2.00) per play, and is already available at some of Sega's amusement centers.

Game On! USA: How does the dodge button effect gameplay? Does each character dodge the same way, or do they have individual moves?

Nakamura: The Dodge button is known as the escape button (the "E" button). If you just push the "E" button, the character will move along an axis either deeper into the screen or forward toward the screen, centered on the opponent character. Now, if the opponent hits the "E" button at the same time that you do, and you both push the joystick the same way, you shift in the same direction, as if you're moving sideways. If you push the "E" button and hit the joystick in the opposite direction, the screen will shift 45-60 degrees and re-adjust.

The biggest merit of the escape button is to dodge an enemy attack, but the use of the "E" button is very heavy. If you hit the "E" button after you look at what kind of move the enemy is doing, you *will* get hit. So the latest you could possibly put in the escape command is while the opponent is putting in their attack. But while the "E" button's being executed, you can enter your next move, so the moment you stop avoiding, your next move will come out. Right after you do evasive action, you could have a powerful technique or a combo coming out.

Game On! USA: We hear that jumps are lower and faster. Has this effected the jump moves (such as Kage's head attack)?

Nakamura: The characters' weights are calculated and simulated, so there's a lot of variation between the characters. For example, Takaarashi can't jump at all.

Jumping, simply explained, is when the player pushes the lever down and then up quickly. This is to avoid people who accidentally hit the "up" button while entering moves. Since there are elevation differences in the stages now, when you attack people while they're down the damage ratio will change.

There'll be a lot of special moves using the jump. For example, Sarah has a new technique called a moonsault, which jumps over the opponent and attacks them from behind.

Such techniques are cool, but if you just jump, you open yourself up for an attack, so you should be careful that you don't just sit there and jump for no reason.

Game On! USA: The rings are all unique in *Virtua Fighter 3*, and some stages have walls. Can you connect an opponent in *Virtua Fighter 3*, like in *Fighting Vipers* when you keep kicking someone in the air against a wall?

Nakamura: Yes, you can. If you have a wall to your back, you are at a great disadvantage, and the damage rate seems to change.



Some throws only work when the opponent is near a wall. But unlike *Vipers*, walls will probably not break.

In *VF3* one of the improvements they made is the Command A.I. Even if you enter a certain command roughly, the computer will compute what move you were trying to do and actually do the move for you. With this, with the changes in the jumping, and the addition of the "E" button, *Virtua Fighter* will become a game that anyone can enjoy but have a deepness that experienced players will enjoy learning. Up 'til now, the greatest way to win in a game is to learn all the techniques and how fast you can crank them out. But this'll be a game that brings a great equalizer into that, because moves don't have to be exact anymore. It's really come down to who's best at understanding the situation and dealing with the opponent they face. In *VF3* you don't have the very 'muscular' to defeat a 'muscular' person. You can defeat them with knowledge. **ES**



Yu Suzuki: AMing for the Top

ONCE ALMOST UNKNOWN TO AMERICAN GAMERS, TODAY YU SUZUKI SEEMS TO BE THE NAME ON EVERYONE'S LIPS. IN A BUSINESS WHERE MANY DEVELOPERS ARE CLOAKED IN ANONYMITY AND COMPANY SECRETS, YU SUZUKI, HEAD OF THE AM2 DEVELOPMENT TEAM, HAS BECOME A VOCAL SPOKESMAN FOR HIS GAMES AND THE BIGGEST IDOL OF VIRTUA FIGHTER FANS EVERYWHERE (SAVE POSSIBLY FOR SARAH BRYANT).

AT A MEETING IN JUNE, GAME ON! JAPAN SPOKE WITH THE MASTER OF POLYGONS, ASKING HIM ABOUT LIFE, THE UNIVERSE, AND THOSE LONG VF2 COMBO MOVES.



sumo wrestler for *Virtua Fighter 3*:

Suzuki: Well, just because it's in a different game or not doesn't mean it'll show up in *Virtua Fighter 3*. I try not to pay too much attention to other works. Of course, when you do decide to use something that has been done in a different game, you have to make it different from the other ones. I think you won't be disappointed with the interesting character he's going to become.

Game On!: In *Virtua Fighter 2*, the new characters were Lion and Shun Di. It was generally said that they weren't very strong characters. How do you think that the general public will react to these two new characters?

Suzuki: With Lion and Shun, even before completion, we suspected they would become very strong characters, so we decided to set them a little bit weaker than the other characters. But in actuality, the number of people that could really use them to their full potential were very few, and the previous characters got even more moves than before...so that's why that reaction may have happened. This time, the two new characters will be a little stronger, and the general public's response won't be like it was with Shun and Lion.

Game On!: I hear that the computer "learns" the player's attacks, and starts preventing techniques that the player uses often. Does this fit in with your attempt to try to make the gameplay feel really good?

Suzuki: In actuality, every single one of my games had that function from the beginning, so I can't really call it a new feature in *Virtua Fighter 3*.

Game On!: For instance, in *Space Harrier*, when you're firing at the enemy, sometimes a shot would "track" the enemy [correcting for the player's near-miss—Ed]. Like that?

Suzuki: A very small number of the shots will "track" the enemy and hit it, but in actuality, in the game, all the shots are set to track the enemy. But in the game, there's a set percentage of how many shots which track will hit. When you're working with 3D, trying to hit something in a 3D world gets really hard. On a similar note, in *Virtua Racing* the machine is set so that when you're playing in head-to-head mode,

Game On!: Can you tell us how far along *Virtua Fighter 3* is?

Suzuki: If it's a question of how much research and development we have to do to finish it, there's no definitive answer. Realistically speaking, there's no end to research and development. Of course, for the actual game, development is going along very well. We're taking into consideration the enjoyment during play, and the amount of thought that goes into the actual playability. Those are the two things we're really aware of.

Game On!: This time you announced the new character, Takaarashi [working name—Ed]. Several other games have had sumo wrestlers as their characters. Why did you decide to use a



the car in back's performance increases. So that when couples play, a lot of the time the boy will take the lead, and then the girl will win. That kind of fun playability is what we're looking for. With real pro race drivers, everybody has really good techniques and who wins or loses depends on the amount of time they lose doing other things. But in an arcade game, the amount of experience that each player has can vary greatly. You might get, say, an Alan Proust-type of driver playing in one seat, and a first-time player in the other seat.

Game On! If you made it too realistic, there

People who learn to play the game really well, instead of just winning, want to win beautifully

wouldn't be any competition.

Suzuki: Yes. They want realism, they want a simulation, yet they want it to be entertainment first and foremost. Since everyone pays the same amount of money to play, I want everyone to have a good time. This ideology is going to be very important in *Virtua Fighter 3*. In addition to learning to do all the special combinations to get a technique out, players have to learn to do them with the right timing. If not, they won't be able to move forward. Basically, you have to learn to think how to fight; this is an aspect we're pumping up. The basic rules are the same as before, so even first-time beginners will be able to play. But for experienced players, we've left a lot of room for showy moves.

Game On! You mean like Akira's *Virtua Fighter 2* move, the *Hougeki Unshin Soukoshou*?

Suzuki: That's right. The amount of damage it causes doesn't even match the amount of work it takes to get the move out, but it's extremely beautiful and it's very speedy. Basically, like rhythmic gymnastics or surfing, it's the kind of thing where even though it's a spott, how elegantly you do it is what's important. People who learn to play the game really well, instead of just winning, want to win beautifully. In this game, increasing your skill level is really important.



The better you get, the better the computer will play against you, so no matter how many times you play, it should be enjoyable. I can't really explain what we're talking about here, but as you get better you'll find out there's more to the game than learning combos.

Game On! In *VF3*, will you no longer be able to move while squatting like you could in *Virtua Fighter 2*?

Suzuki: In a lot of games out there, they say it's better if you squat and fight the whole time, but in realistic martial arts, that's not going to happen, and it takes away from the realism of the gameplay. I can't say that squat punches and being able to move while squatting are a very realistic thing, and I can't say it's a very good aspect to the game. Basically, we want players to be able to win using beautiful looking techniques.

Game On! In *Virtua Fighter 2*, Shun and Lion had "axis-changing" move techniques, where you move around the axis plane. What do you plan on this for *Virtua Fighter 3*?

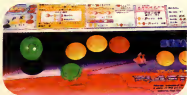
Suzuki: Not all characters, but several of the characters, will get these techniques. In 1 and 2 you could basically move forward or backwards; in 3 we'd like to add more of this, but it's still not a full-3D-movement type of game.

Game On! Looking at Jeffrey's stage, I don't see anything like a ring, and Lau's stage appears to be surrounded by a wall. Is the ring-fighting element going to disappear in *Virtua Fighter 3*?

Suzuki: It's not going to completely disappear, but it won't be as evident as in 1 and 2. There won't be as many ring out victories.

Game On! The length of time that you play...how's that going to change?

Suzuki: The play time will be one of the options you can change, but it can't really be



	Release Date	Number of Characters	Changes in Technology	Changes in Gameplay
Virtua Fighter	Fourth Quarter 1993	9 (Jacky, Sarah, Akira, Pai, Lau, Kage, Wolf, Jeffry, Durell)	Model 1: First polygon fighting game; 30 fps, over 180,000 polygons per second	First fighting game with Ring Out and three-button kick-punch-guard controls
Virtua Fighter 2	Fourth Quarter 1994/ First Quarter 1995	11 (Lion, Shun Di)	Model 2: 60 fps; texture missing; over 300,000 polygons per second	Attack "levels"; higher speed; balance improved; character strengths altered
Virtua Fighter 2.1	Fourth Quarter 1995	no change	Model 2: Slightly new texture maps	Control input made easier; move recovery times altered; character strength altered
Virtua Fighter 3	September 1996	Minimum 13 (?) (Adi, Takamarashi)	Model 3: "Over 1,000,000 polygons per second"	Elevations added; escape button added; rings changed; AI, and characters altered



explained in one word. Like the Saturn version, the ring size, the round time, and the amount of damage it takes to win can be changed in the arcade version. But due to the fact that ring outs are a lot less likely to happen, we're considering what options to put into *Virtua Fighter 3*.

Game On!: So you're saying that unlike 2D fighting games, the *Virtua Fighter* series can be set to have a shorter play time than other games?

Suzuki: Well, that's unavoidable, considering setup costs for the amusement stores. In a normal 2D game you can just switch out the ROM board and get a whole new game—it only costs 2 or 3 hundred thousand yen [*about three thousand dollars—Ed.*]*—*but when it comes to *Virtua Fighter*, since everything's custom-made, the price goes up almost ten times. So if you don't shorten the playtime, it's going to be very hard for the arcade owner to get into the black. For an arcade game, you want the users to have fun, but you have to keep in mind that the amusement centers have to worry about income.

Game On!: From 1 to 2, the characters' speeds increased. How about this time?

Suzuki: The speed should be pretty much similar to 2. And by the way, the speed increase between 1 and 2 was only about 10 percent. So things that were 8 frames, we made 10 frames. If you increase it about 20 percent, it feels as if you've doubled the speed.

Game On!: Playing *Virtua Fighter 3* yourself, how do you feel?


Suzuki: It doesn't feel rickety, and it's very fun to play. I guess that's about all I can say. Basically, all the aspects are starting to fit together really well. It's like saying, "It really tastes good to drink a cola while eating fried chicken." (*grins*)

Game On!: How do you think *Virtua Fighter* will evolve after this point? Will it become even more realistic?

Suzuki: For myself, I'd like to see it get even more realistic. But the question comes out: if it gets even more realistic, will it be a fun game to play? It's really hard to see where the technology is going, but as long as it's a 3D game, being able to play a Jackie Chan- or Bruce Lee-like character in a game and make it cinematic might be the final ideal.



Game On!: Do you have any last words for the gaming audience?

Suzuki: I've been a game designer for a long time. I plan to continually keep making really good games, but in a game like *Virtua Fighter*, there are 50,000 lines of code for the program, so even if I try my hardest, if I make one line of mistakes it'll be completely useless. So until it's finally done, you don't know if it'll be a good game or not. Had this been the first game I've ever written, I could say whatever I want with it, but I promise not to disappoint all the people who've loved the *Virtua Fighter* series up till now. Please look forward to it. 



The Virtua Fighter Phenomenon

If you can gauge a game's success by its tie-ins, *Virtua Fighter* is an even bigger hit. A sea of *Virtua Fighter*-related (and AM2-related) material continues to appear, some of it good, some of it unbearably commercial (the *Virtua Fighter Kids Java Tea* ads), but all of it interesting.



Virtua Fighter (American adaptation)

Marvel Comics' *Virtua Fighter* (May 1995) was scheduled to match the Saturn launch. The story squeezed all eight contestants into 24 pages and never had a follow-up, providing only an introduction to the tournament and the basic character histories.



Virtua Fighter: The Legend of Sarah

The latest news about this adaptation of Jacky's quest for his sister, by Takahai Matsumoto, is its release as a computer-colored, digital comic in *GameWare Vol.2* for the Sega Saturn. Only Part One of the story has so far appeared on the multimedia *GameWare* disk, but if it's this successful, the whole thing could eventually be released. Matsumoto's story is characterized by realistically sweaty, bloody, knock-down drag-out virtua fights, and an unusually non-invulnerable main character in Jacky. In 1997, Viz Comics will begin to publish the series in English.



Virtua TV

TMS brought it to TV Tokyo late last year...now, rumor has it that an English-dubbed pilot episode of *Virtua Fighter* is being scouted around various American TV broadcasters. The TV show is directed by Hideki Tonokatsu, with character designs by Ryo Tanaka. Still being shown weekly in Japan, *Virtua Fighter* hasn't become a movie yet but as a soap opera/adventure it's rated highly.



Tokyo Virtua Story

One step closer to the game, this tankobon (Japanese graphic novel) by Byakuya Shobo Co. Ltd. uses modified screen shots of *Virtua Fighter 2* graphics to tell the entire story. As might be expected, there's a lot of fighting...



Virtua Fighter

This roughly TV series-based adaptation by Billy Techisana incorporates elements from *VF* and *VF2*. Kane is a villain, and all the characters are younger than in the game. Like many other comics, it prominently features Sarah Bryant. Akira is the main character, now granted that common anime/manga comic trait (it happened to Ryu too...) of being a glutton. This adaptation is aimed at a younger audience.



Virtua Fighter CGs

Many people have heard about, but few have seen, the *Virtua Fighter CG Portrait Series*. Each of the ten separate disks features a character and their theme song, from 1 (Sarah) to 10 (Jeffry), presumably in order of popularity. (Hopefully Jeffry's buff new muscles in *VF3* will bump him up a bit.) These items, nominally only available in Japan, sell for around \$20. What do you get for your money? Four minutes of pop music ostensibly based on *Virtua Fighter*, played either with regular lyrics or in a "karaoke mode," with a little red indicator flashing along the subtitles. You can't adjust the order or the duration in which the portraits are viewed. If what Sega says about *VF3* is true, the biggest contribution of *CG Portrait Series* may be in causing the programmers to make more detailed versions of the characters for *VF3*.



PlayStation

A SQUARE DEAL

Only the buyers of the first Japanese edition of **Tobal No. 1** received the Square preview disk, showing their new PlayStation games—an impressive showing for anyone, least of all first-time 32-bit developers.

Final Fantasy VII

Release Date: December (Japan),
2nd Quarter 1997 (U.S.)

Judging from the playable demo, **Final Fantasy VII** is a game to watch for. The game proves to have a **Resident Evil**-like walking interface, ranging from sweeping polygon factory floors to small, claustrophobic elevators. You can jump and climb (at certain places) and move in and out of the foreground. Just as in old **Final Fantasy** games, in battle the scene zooms in to a rendered fight screen, where you and your foes take turns mowing each other down—with machine guns, grenades and bombs! Finally, the magic sequences are better than ever; the summoning of Leviathan is one of the most awesome rendered scenes ever. The demo plot finds our hero Claude helping Barret, a freedom fighter, to commit sabotage against the monolithic God Company. It all justifies Square's claims of seeking a "movie-like" game experience.



Sa·Ga Frontier

Release Date: 1997

A new game in the **Romancing Sa·Ga** series, it shares their most memorable feature; you can play the game with any character for a complete, separate story! Square has declined to comment on how many characters are playable, but have said it's "more than four or five." Several races are represented: humans, monsters, mecha and demons.



Bushido Blade

Release Date: 1997

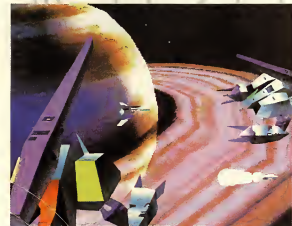
Square's second fighting game is developed by another new company, Lightweight. A serious, realistic swordfighting game, there's talk that if you're injured in round one your character will be bandaged—and slower—in round two. Get ready to see blood...



Final Fantasy Tactics

Release Date: 1997

Quest, the developer of **Ogre Battle**, is contributing to the development of this military simulation RPG set in the **Final Fantasy** universe. Chocobos, blue mages and more are present on 3D battle-grounds with 2D combatants. Your characters can change professions to gain different abilities.



Zauver

Release Date: 1997

Not on the demo disk, this shot shows the upcoming Square shooting game, **Zauver**, a polygon game featuring ships with missile launchers and other weapons, in addition to enormous backgrounds such as this one.



Crime Crackers 2

Sony Computer Entertainment
Release Date: Summer (Japan)

In Japan, one of the first PlayStation titles was, not a racing or fighting game, but **Crime Crackers**, a cute 3D action RPG with a heavy dose of *kawaii* anime characters. You control four civic-minded girls and their robot and animal companions and charge into battle against evildoing enemy mechs. The game system has been changed slightly from the first game, but still consists mostly of looking at a 3D display or animated sequences. There are also new characters.

Wildarms

Sony Computer Entertainment
Release Date: September (Japan)

Wildarms is a mix of old and new: a top-view exploration RPG which switches to 3D polygon combat scenes with cute characters. Your characters are wandering adventurer Rhody; Zack, who's training for purposes of revenge; and Cecilia, who's been practicing magic at a citadel.

Choosing one of the three to start with, you'll have a separate opening storyline until you meet up with the others and save the world. After increasing your power reserves you can release the "force" in combat, a special power used for defense or to emit light beams and other attacks. With high levels of "force" you can even bring forth "guardians of the elements", such as a large dragon.



Shadow Struggle

Bandai
Release Date: September (Japan)

A "cyber 3D polygon game," the 60 frames-per-second **Shadow Struggle** uses motion-captured figures but the character designs are by Ryoji Minagawa, an artist known for the



manga **Striker** (Japanese title **Spiggan**). An interesting addition is that you can buy secret techniques with money which you get by winning matches. Eight characters are selectable.

FROM THE DEAD

Dead or Alive

Sega Saturn
Tecmo
Release Date: December/January (U.S.)

Tecmo's Deception: Invitation to Darkness

PlayStation
Tecmo
Release Date: October 15 (U.S.)

Monster Rancher

PlayStation
Tecmo
Release Date: 4th Quarter 1995 (U.S.)



Tecmo USA, known for **Tecmo Bowl** and the **Ninja Gaiden**, had been quiet recently after finishing the last of their 16-bit games. Now they've announced several 32-bit titles from Japan. **Dead or Alive** is the adaptation of the Summer arcade game featuring Sega's Model 2 board **Ninja Gaiden**'s Ryu Hayabusa as one of the characters. Whether it comes out in 1996 or early 1997 may depend on how well it does at the arcades.

Tecmo's Deception is the American title for **Kokumekan** (previous American title **Castle of the Damned**). In this one, you play the villain; the master of an ancient manor, who must use traps and monsters to capture and kill trespassers and make sacrifices to your demon-god. Will Sony censor it in the U.S.?



Monster Rancher lets you design monsters, combining them into around 80 types, and enter them in tournaments. Playing music CDs on your PlayStation will effect the growth and development of your monsters (so compare that to **Do you**



remember love? sound-track monster to that **Nine Inch Nails** monster and see which one wins). Also in the works are **Tecmo Thoroughbred Derby** (a 3D horseracing game) for PlayStation, **Tecmo Stackers** (a manga-style puzzle game) for PlayStation and Saturn, several sports titles, and a Nintendo 64 fighting game.

Cels and CD-ROMs

Upcoming Japanese game releases based on anime and manga.



Galaxy Fraulein Yuna 3 (Yuna SS)

Saturn
Hudson Soft
Release Date: TBA

This is the fourth **Yuna** game; there were one PC-FX and two PC Engine games about the blonde interstellar soldier, although this is Yuna's debut on the Saturn. Hudson Soft promises this one will be more of an actual game (a tactical simulation/adventure) and less like a digital comic.



Dragon Knight

Saturn
Elf
Release Date: TBA/1997 (Japan)

Elf is one of the **least** visible Japanese game companies in America, and may always be, at least until they make something besides the pornographic *etcchi* games which have always been their bread and butter (and made it into the Top Ten in Japan, mind

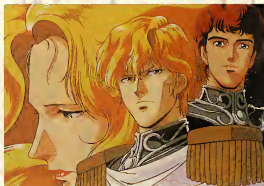
you). **Dragon Knight**, in the earliest production stages, is a 3D RPG, but knowing Elf and as it's based on the racy series released on video in the U.S. by A.D. Vision...don't say we didn't warn you!



Legend of the Galactic Heroes

Saturn
Tokuma & Micro Vision
Release Date: Winter 1996/1997 (Japan)

A more appropriate subject for a military simulation was never seen—**Legend of the Galactic Heroes** is an epic OAV and novel series written by Yoshiki Tanaka. Yang Wenli and Reinhard von Lohengramm, the two greatest strategists in the galaxy, and their respective countries match wits in long battles between enormous interstellar fleets. The Brunhilde and other important ships from the series appear in CG sequences, as well as the OAV characters, while the battle format is turn-based and tactical.



Castle Cagliostro

PlayStation
Auracle/Tokuma Shinsha
Release Date: October

It's 17 years since the **Castle Cagliostro** movie featuring Lupin III, the world's greatest thief, came out, but it's still so popular that this three-CD graphical adventure purports to tell the story of what happened *after* the film. Clarice is now queen of Cagliostro; you must adventure through the castle with Lupin to solve a crime. The castle itself (and its surroundings) will be rendered, and animated sequences are superimposed of it when you encounter characters in the story, somewhat as in Trilobyte's **Clandestiny**. Commands are entered via menu bars. The CD can also be used as an information database, as well as a game.

Arcadeline

Overseas titles that may hit home.



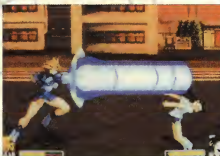
Super Puzzle Fighter II Turbo

Super Puzzle Fighter II is a dual puzzler (*Tetris*-like... of course!) in which commentator-characters not only watch the action; they beat one another up when the game swings in one player's favor. Ryu, Chun Li, Sakura and Ken (from *Street Fighter Alpha*) duel against Morrigan,

Donovan, Felicia and Hsien-Ko (from *Night Warriors*). The strategy is when and how to drop blocks into your opponent's play-field. There are three hidden characters; *Alpha's* Dan and Akuma and Devilot from Capcom's nigh-forgotten *Cyberbots*. Also for Saturn and PlayStation, 1st Quarter 1997.

Angel Eyes

A 2D, all-girl fighter with eight characters, Tecmo is notably not releasing this game in the States. The gameplay is heavy on combo attacks and at least one



new feature: homing jumps. **Angel Eyes** (released this Summer) has a weird selection of characters, from a Sakura-like sailor-suited girl, to ninja girls, biker girls, and a girl with a stuffed teddy bear which does most of the fighting for her. Seeing the little girl with a volleyball beat up the buff wrestler will probably make this game for some people.

Dynamite Cop

Golden Axe with polygons? Sega's new combat action game—*Diehard* in the U.S.—is almost like a 3D side-scroller, in which you play a polygon-drawn male or female officer (the character designs look similar to *Fighting Vipers*). The controls are a standard joystick and three buttons (punch, kick, and jump). Unfortunately, the basic action is still 2D, not allowing free movement into the foreground or background. As in any good game of the post-fighter era, there are secret moves. Summer release.



top ten

Game On! Japan's Top Ten Games

This top ten list is based on sales, overall popularity, and industry expectations compiled by Game On! Japan, one of the leading cross platform game magazines in Japan. The following list appeared in its September 1996 issue.

#1—Super Mario 64

Nintendo 64/Nintendo/Action
A 3D **Mario** is definitely a break from the past for Nintendo; **SM64** may be hard to control at the beginning, but it's so impressive, it's currently the reason to own a Nintendo 64. (Neither *Pilotwings 64* nor *Shogun* even made it into the top twenty when the N64 was released.) But can little kids handle the 3D?

#2—Hyper Olympic Atlanta

PlayStation/Konami/Sports
This is a surprisingly popular remake of a game that was popular on the NES. The controls are pretty similar to the original game, meaning that people may end up destroying their PlayStation controllers from pounding the buttons...

#3—King of Fighters '95

PlayStation/SNK/Fighting
In Japan, the Saturn version of this game was out first. Luckily, the load time isn't as bad as it could be; even with the PlayStation's scanty amount of RAM, its double-speed CD drive makes it faster than the NeoGeo CD version.

#4—Biohazard

PlayStation/Capcom/Survival Horror
In these days of releasing the same game on multiple platforms, it's rare to see a game remain in the charts as long as *Biohazard* (*Resident Evil* in the U.S.) has. Eyes will definitely be on *Biohazard 2*, which shows what a city would be like overrun by zombies...

#5—Namco Museum Vol.3

PlayStation/Namco/Action
Ms. Pac-Man was originally available only in the United States, and Japanese **Pac-Man** fans are enjoying it in this volume. Conversely, upcoming Namco Museum releases feature some games that were fairly obscure in America; it'll be interesting to see how or if they're converted.

#6—The Great Dragon Ball Z Legend

PlayStation/Bandai/Fighting

#7—Nights

Sega Saturn/Sega/Action-Adventure

#8—King's Field III

PlayStation/ASCII/Adventure RPG

#9—Dragon Ball: The Great Dragon Ball Z Legend

Sega Saturn/Bandai/Fighting

#10—Fire Emblem

Super Famicom/Nintendo/Simulation RPG

MANNGA

F E A T U R E S

Super Street Fighter II: Cammy



The story so far...

Street fighter, prototype weapon, undercover secret agent...since being found by Colonel Wolfman without any memory at age 16, Cammy has been a lot of things. And she's been them all for God, Queen and Country, for M16, the British secret service!

Her latest missions have taken Cammy to troublespots around the globe. Safeguarding plans for a new weapon, uncovering a traitor in M16 and busting a brainwashing ring disguised as a fighting tournament have made Cammy rise in M16 and in the opinion of her colleagues. After Cammy rescues herself from imprisonment in a submarine, captured by Shadowloo, she is rewarded by an even more difficult assignment: a search-and-recover mission into green hell, accompanied by a paratrooper team. But are her comrades willing to work with a 19-year-old secret agent in a leotard? And even though she's already in camouflage, is she ready to face the dangers of the jungle?

Because the jungle holds something that could be the end for Cammy...



Name: Kurt

Identity: S.A.S. Commando

Notes: Young and cocky, Kurt is sure he can handle his mission without Cammy.



Name: Henderson

Identity: S.A.S. Commando

Notes: The stern leader of the group, Henderson knows that in covert ops nothing is as it seems.

Samurai Shodown



The story so far...

1787 Japan—the Tenmei Era—is a time of plague and famine, where ordinary swordsmen can only add to the piles of corpses in the streets. But Nakoruru, Hachmaru and Hanzo are **samurai spirits!** A nature-worshipping Ainu priestess, a samurai with a death wish, and a ninja in the service of the Shogun, they share a common destiny. With Nakoruru's guidance, they fight against the cause of the disaster: evil forces from the supernatural Dark Kingdom, led by the half-human wizard Madou Shiranui.

After intercepting a scroll which contains a pledge by Japan's greatest warriors to attack Edo, the capital, the samurai realize they must prevent the war, which would only add to the carnage. But war will feed the Dark Kingdom, and Madou sends the Shiranui Force—Gen-An and even less human goblins—to recapture the pledge. Forced to aid Madou is Nagiri of Kouga, a misguided ninja whose quest for vengeance against Hachmaru has made her a perfect pawn of evil.

When Madou captures Nakoruru in battle, Hachmaru and Hanzo rush to Kikoku Island to save her. There beside a black lake which stretches all the way to the Dark Kingdom a tumultuous battle begins. So wrapped up in fighting are our heroes that they do not notice the lake waters rippling...



Name: Gen-An

Identity: The Taloned Fiend

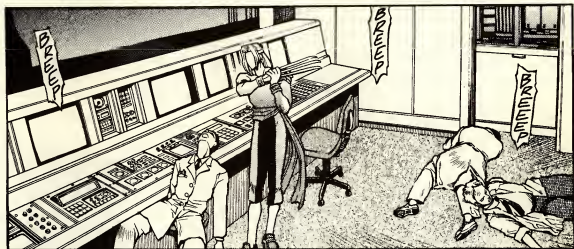
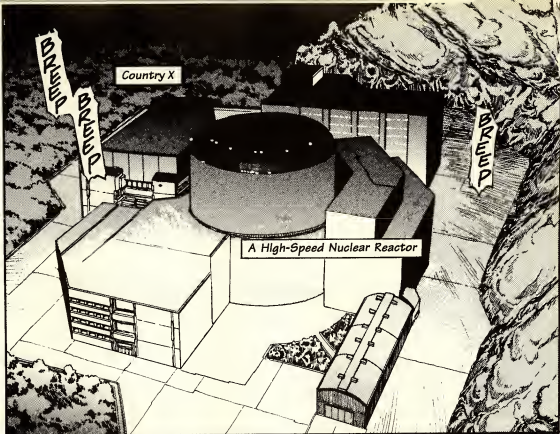
Notes: Gen-An eats human flesh and spits poison gas...but he's really a family man!



Name: Madou Shiranui

Identity: Evil Sorcerer

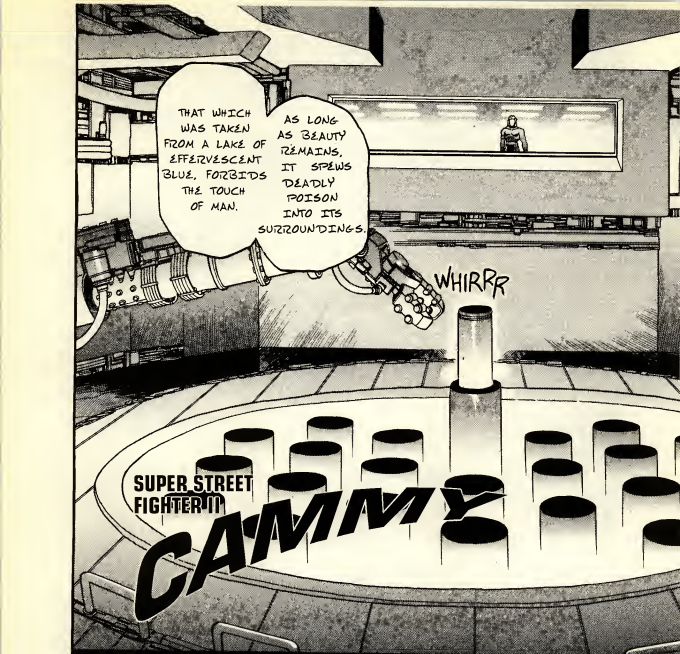
Notes: Is he even colder than Gen-An? And what powers are at his back and call?



JUST
AS THE
CRIMSON
ROSE HAS
THOZNS. . .

PASSWD00 DK
TRANSLATE P00
RADIATION WARNING

BURN



THAT WHICH
WAS TAKEN
FROM A LAKE OF
EFFERVESCENT
BLUE, FORBIDS
THE TOUCH
OF MAN.

AS LONG
AS BEAUTY
REMAINS,
IT SPEWS
DEADLY
POISON
INTO ITS
SURROUNDINGS.

WHIRRR

SUPER STREET
FIGHTER II

CAMMY

FIGHT FIVE THE MASKED MAN

Story & Art by **MASAHIKO NAKAHIRA**

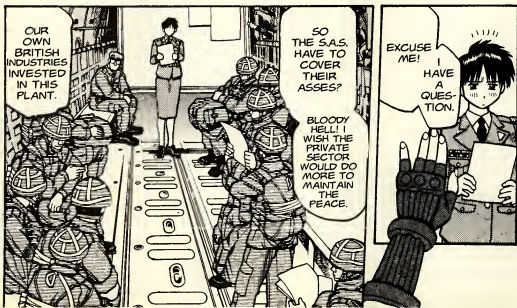
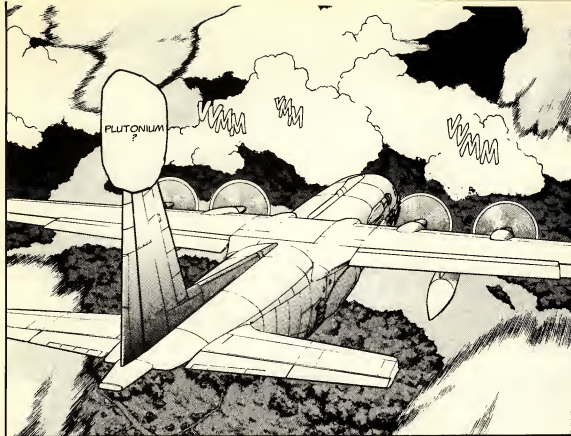
English Adaptation by **JAMES D. HUDNALL & LILLIAN OLSEN**

Lettering & Touch-up by **MARY KELLEHER**



TRUE
BEAUTY IS
DESTINED
TO BE
FOREVER
HIDDEN...

HENCE
MY
MASK...





DO TELL
... WHY
SHOULD I
HAVE TO GO?
I'M FROM THE
INTELLIGENCE
DIVISION!

"DO
TELL"
?

THEY
SHOULD
TEACH
PROPER
ENGLISH
TO THE
INTELLIGENCE
BRANCH.

HEY,
HARRY, I
TOLD YOU
NOT TO
BRING KIDS
ONTO THE
BATTLE-
FIELD!

HM
?

HA HA HA HA

THAT'S
ENOUGH,
KURT.

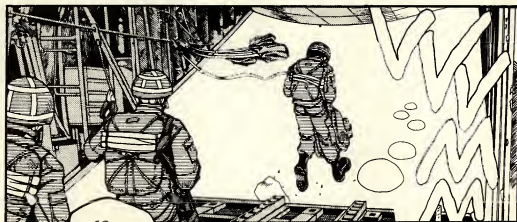
YOU
TOO,
CAMMY.
PUT YOUR
GEAR
ON!

... I'LL
CONTINUE
WITH THE
BRIEFING
NOW.

DESPITE TIGHT
SECURITY, THE
THEFT OCCURRED
IN A MERE TEN
MINUTES.

THE ONLY
CRIMINAL
ORGANIZATION
KNOWN TO
POSSESS SUCH
INCREDIBLE
OPERATIVES
IS...

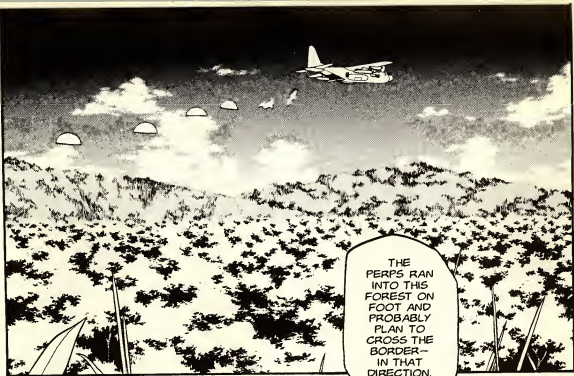
SHADOW-
LOO!



SO...
BECAUSE
I WAS A
SHADOWLOO
AGENT ONCE, I'M
INVITED AS
BAIT TO
LURE THE
PERPETRATORS.
EH?

THAT'S
CORRECT.

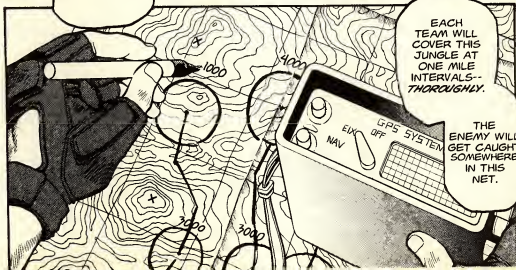
NO
MAN COULD
RESIST TAKING
A NIBBLE OF
A CUTIE
LIKE YOU!



THE
PERPS RAN
INTO THIS
FOREST ON
FOOT AND
PROBABLY
PLAN TO
CROSS THE
BORDER—
IN THAT
DIRECTION.



WE'LL
SPLIT
INTO FOUR
TEAMS, WITH
CAMMY IN
TEAM C
AS THE
POINT.



EACH
TEAM WILL
COVER THIS
JUNGLE AT
ONE MILE
INTERVALS--
THOROUGHLY.

THE
ENEMY WILL
GET CAUGHT
SOMEWHERE
IN THIS
NET.



BUT
...



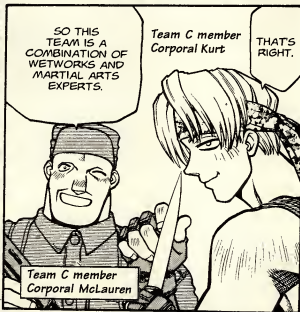
WITH
SUCH LOW
VISIBILITY IN
THE JUNGLE,
MY ROLE AS
BAIT SEEMS
A BIT
INEFFECTIVE.

YOU'RE
NOT *JUST*
SUPPOSED
TO BE
BAIT.

AS LONG AS
THEY HAVE THE
PLUTONIUM, WE CAN'T
USE ANY GUNS
THAT COULD
DAMAGE IT.

Team C leader
Second Lieutenant
Henderson

WE
COULD
USE LONG-
RANGE
SNIFERS,
BUT...



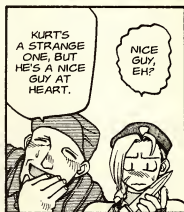
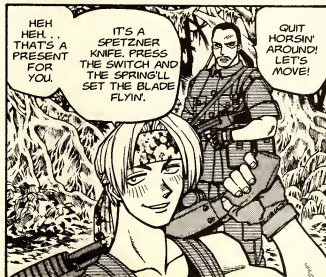
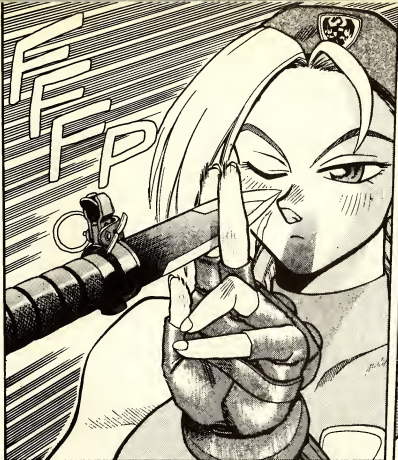
SO THIS
TEAM IS A
COMBINATION OF
WETWORKS AND
MARTIAL ARTS
EXPERTS.

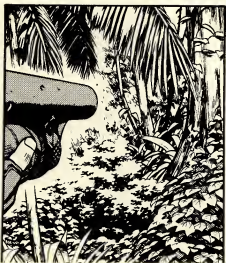
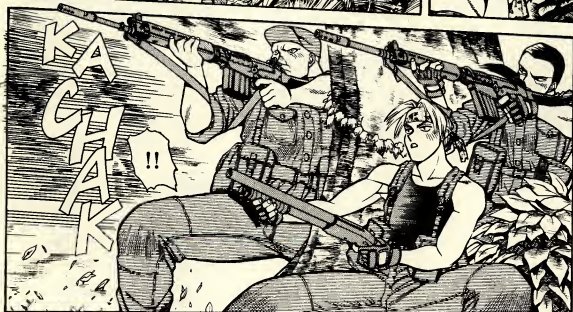
Team C member
Corporal Kurt

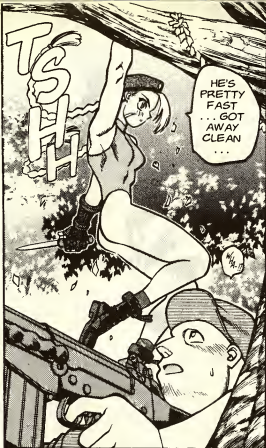
THAT'S
RIGHT.

Team C member
Corporal McLauren









HE'S
PRETTY
FAST
... GOT
AWAY
CLEAN
...

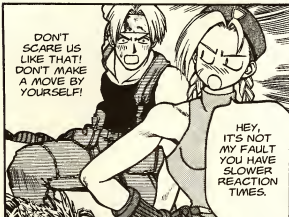


WHA-
WHAT!?
BUT WE
FELT
SOMETHING
OVER
THAT
WAY!

HE
TRAVELED
THROUGH THE
BRANCHES.
IT'S MUCH
FASTER THAN
THE GROUND,
ONCE YOU
GET USED
TO IT.



BRANCHES?
WHAT
IS HE, A
BLOODY
MONKEY?



DON'T
SCARE US
LIKE THAT!
DON'T MAKE
A MOVE BY
YOURSELF!

HEY,
IT'S NOT
MY FAULT
YOU HAVE
SLOWER
REACTION
TIMES.



AMAZON
WENCH!



HMPF--
LOSER!

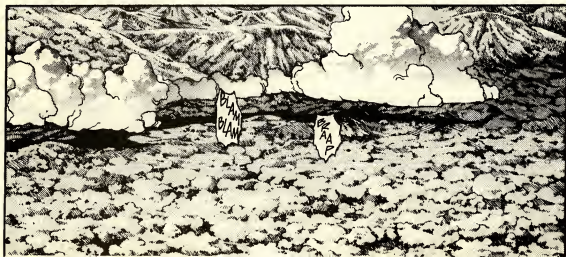
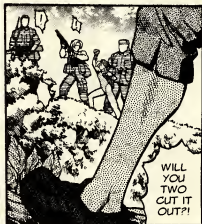
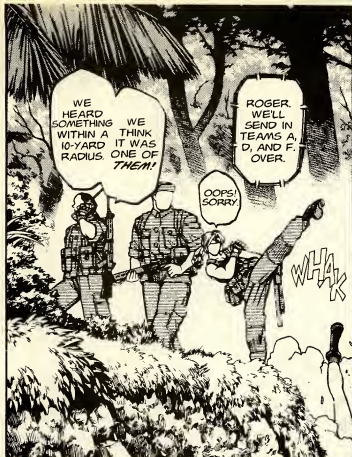


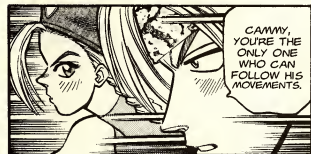
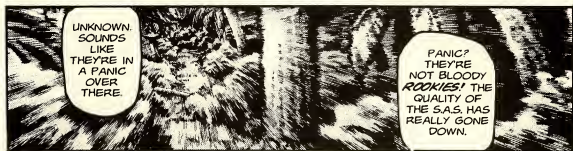
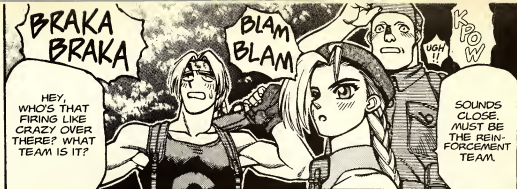
WHAT
DID YOU
SAY
?!

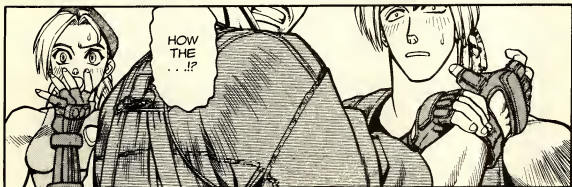
OH,
THIS IS
PRICE-
LESS.

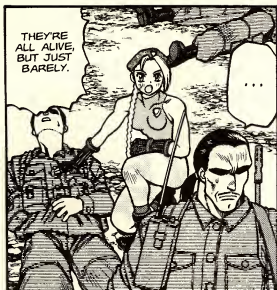
THIS
IS
TEAM
C.
OK.

WHAT
HAPPENED
?









THEY'RE
ALL ALIVE,
BUT JUST
BARELY.

...



THEY'LL
DIE IF
WE DON'T
CALL FOR
HELP!



NO.
WE CAN'T
RISK MORE
LIVES.



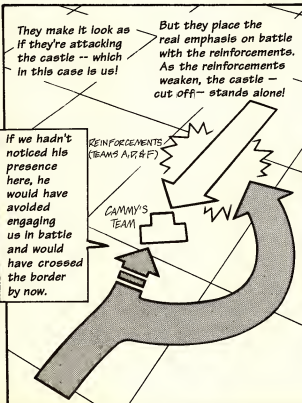
WHAT
?!

WHY
!?

DON'T
YOU SEE?
IT'S A
TRAP!



THIS IS A
MILITARY
TACTIC
USED IN
THE MIDDLE
AGES TO
ATTACK
CASTLES!



They make it look as
if they're attacking
the castle -- which
in this case is us!

But they place the
real emphasis on battle
with the reinforcements.
As the reinforcements
weaken, the castle --
cut off-- stands alone!

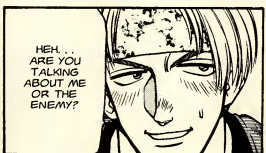
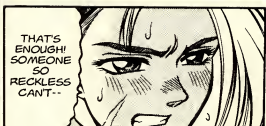
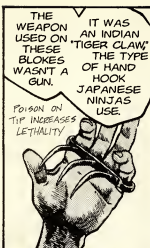
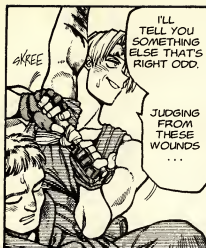
If we hadn't
noticed his
presence
here, he
would have
avoided
engaging
us in battle
and would
have crossed
the border
by now.

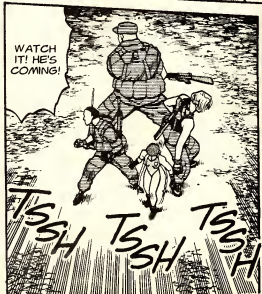
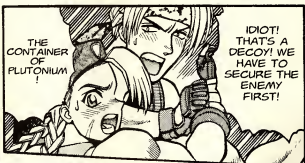
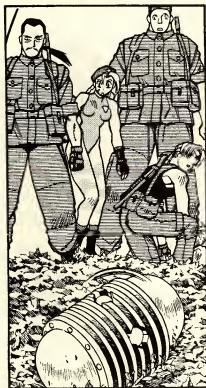
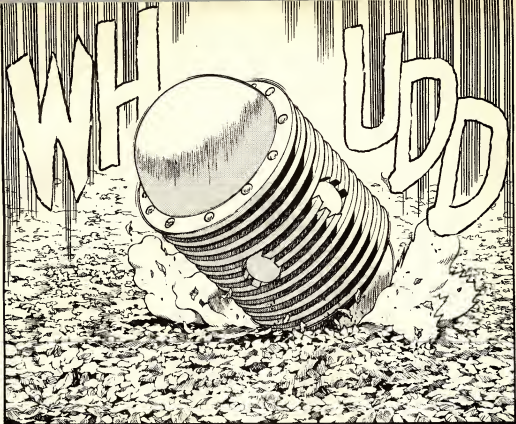
REINFORCEMENTS
(TEAMS A, B, & F)

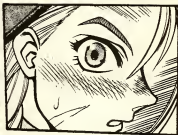
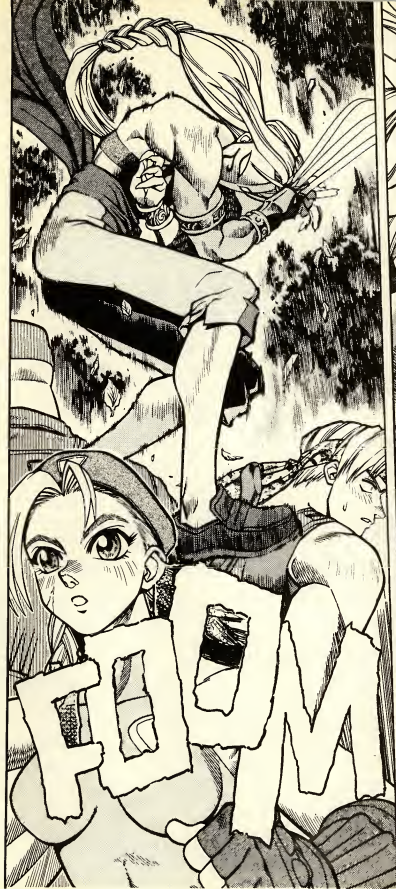
CAMMY'S
TEAM

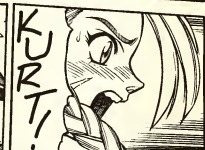
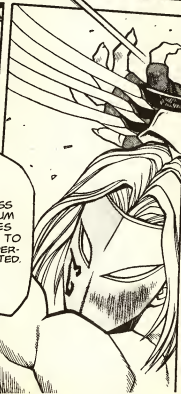


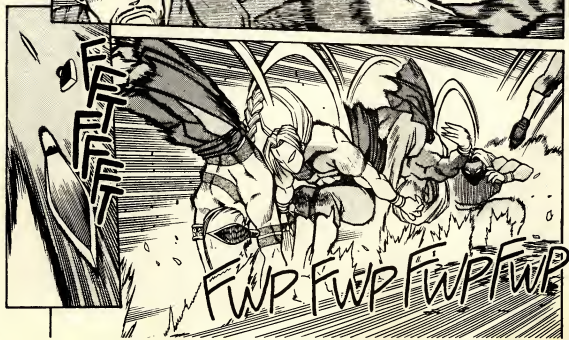
IT'LL ONLY
COST MORE
LIVES IF WE
CALL FOR
HELP. WE'VE
FALLEN FOR
HIS PLAN,
ALL RIGHT.

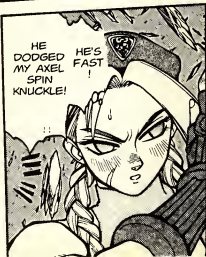
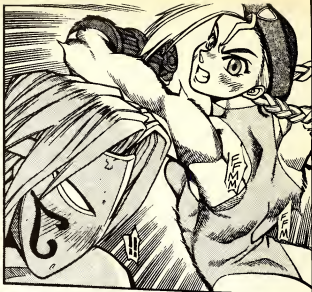












THE
STAGE
OF
DEATH...

ONCE YOU
MAKE YOUR
ENTRANCE,
YOU WILL
NEVER
EXIT
ALIVE.

THE ACTORS
STAIN THE
GREEN JUNGLE
FLOOR CRIMSON
WITH THEIR
LIFE'S BLOOD.

THIS FATE
IS SUITABLE
FOR ONE WHO
BETRAYED
SHADOWLOO
AND IS
NOW THE
ENEMY

KTHOOM

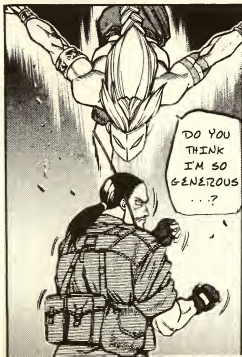
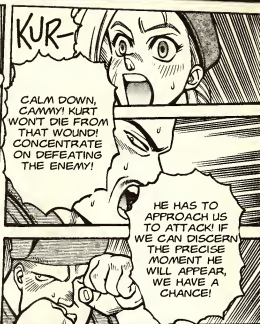
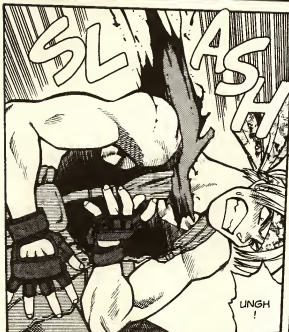
EEK!

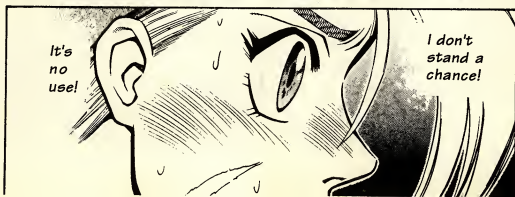
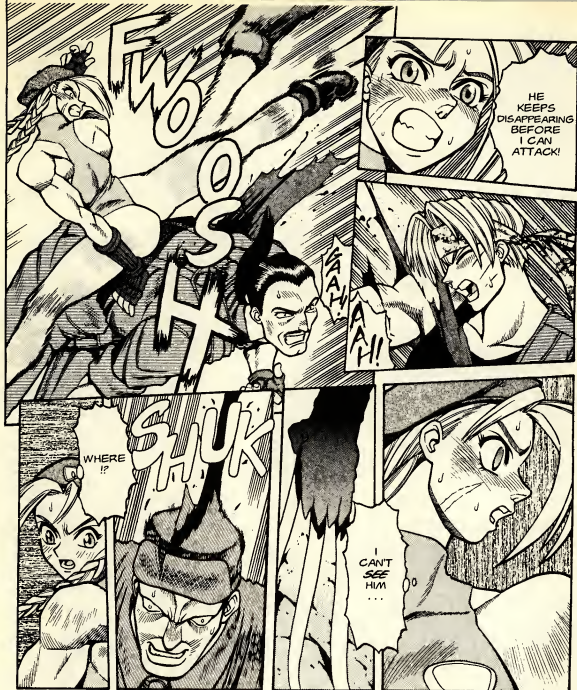
HOW DO
YOU LIKE
IT, CAMMY?
IT'S A SHAME
THE S.A.S.
CAN'T PLAY
THE ROLES OF
SUPPORTING
ACTORS.

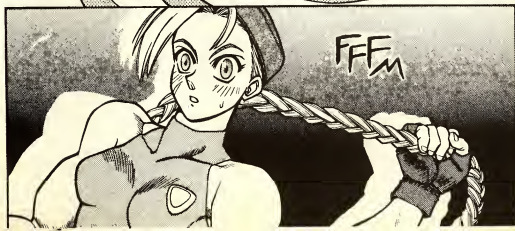
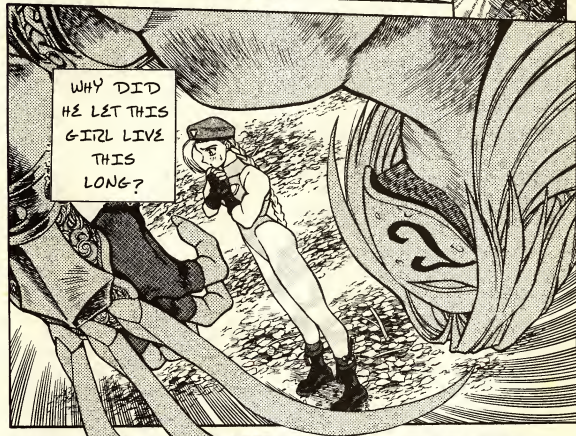
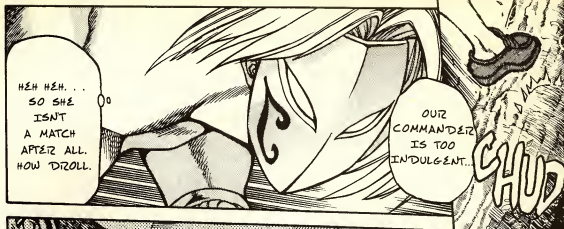
I
CREATED
THIS
STAGE
JUST FOR
YOU.

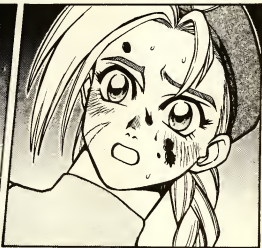
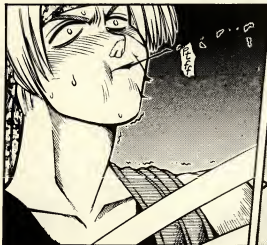
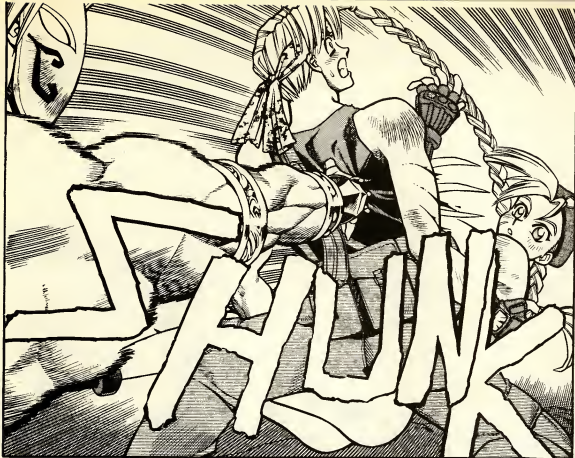
I WILL BE
HONORED
IF IT
PLEASES
YOU!

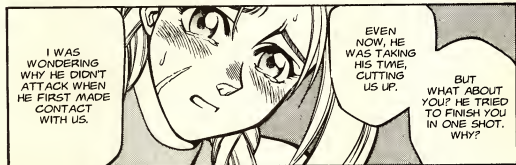
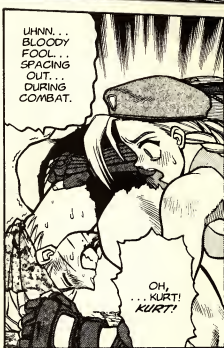
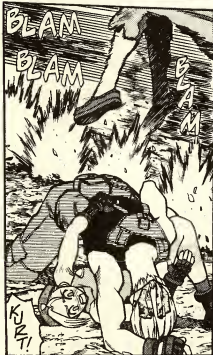
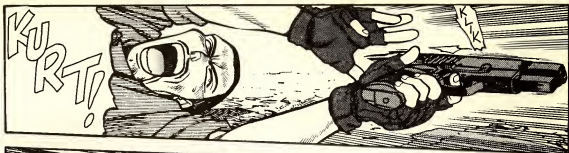
HEY
...WHAT
MAKES
YOU THINK
WE'RE NOT
UP TO THE
ROLE?
YOU
FREAK!

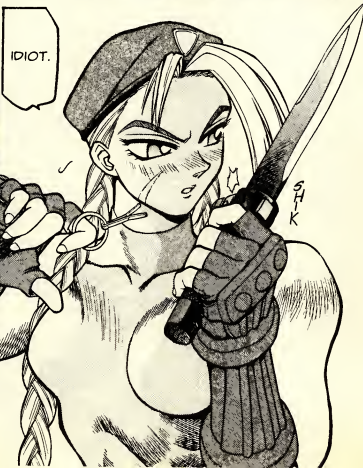
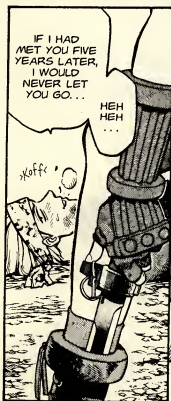
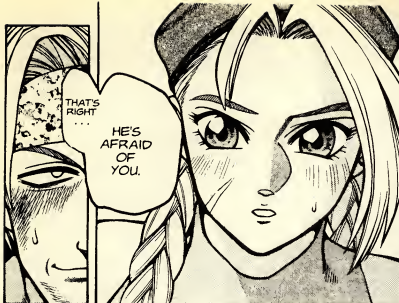


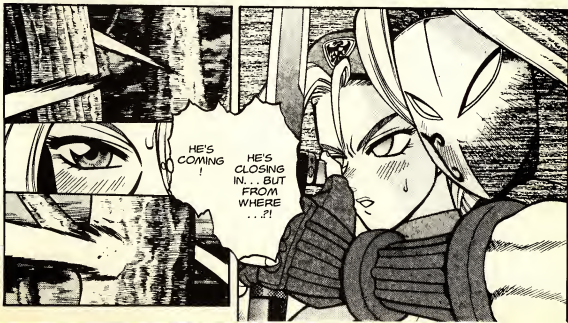
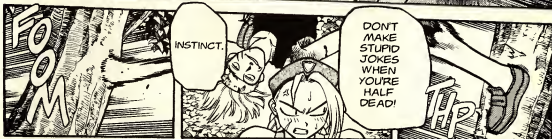
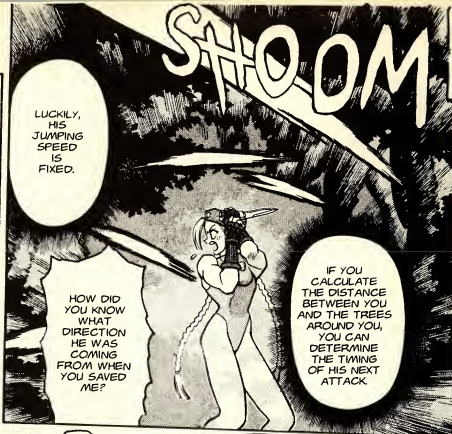


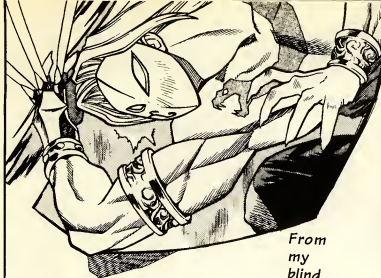




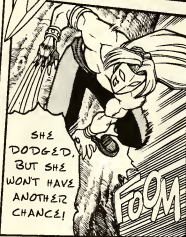
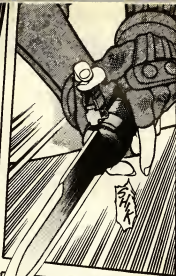
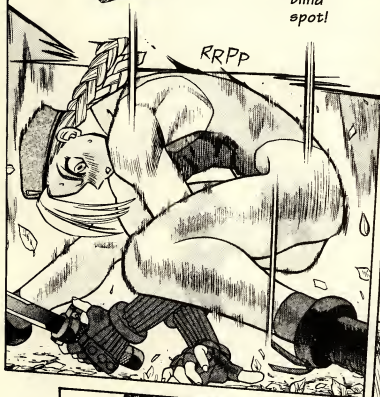








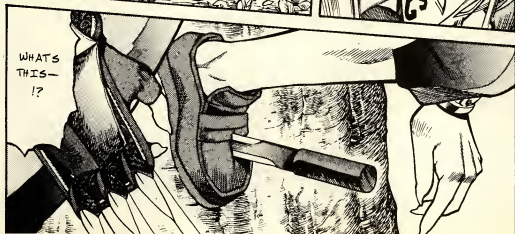
From
my
blind
spot!



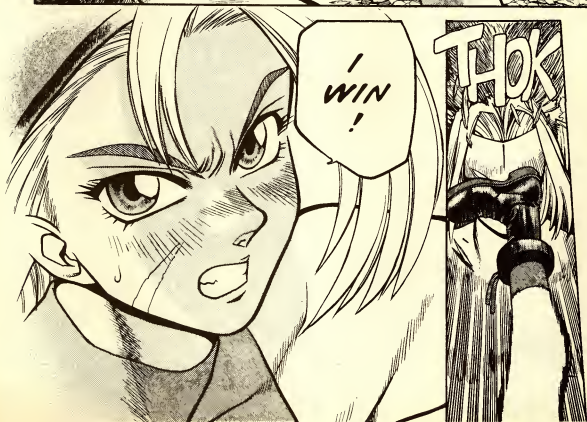
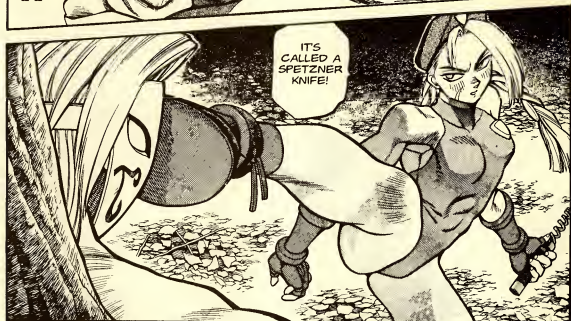
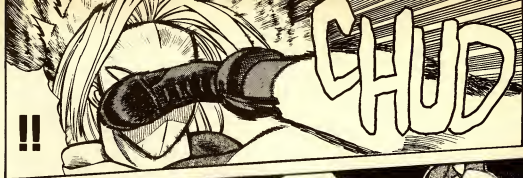
SHE
DODGED,
BUT SHE
WON'T HAVE
ANOTHER
CHANCE!



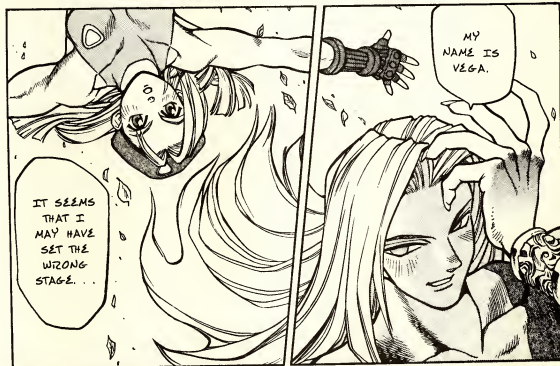
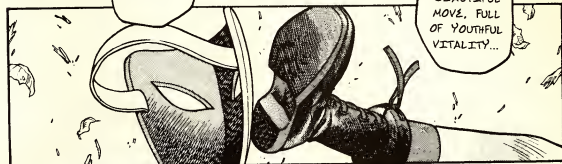
UH
!?

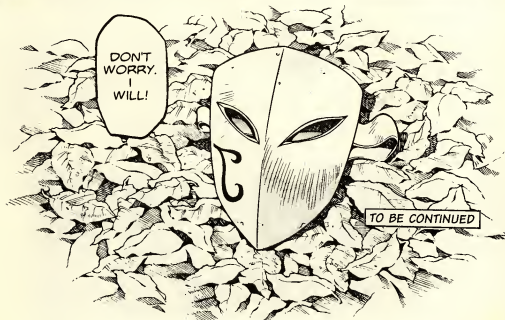
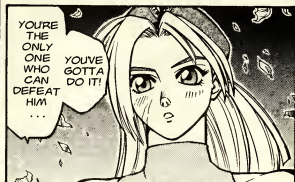
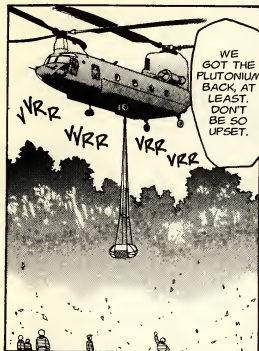
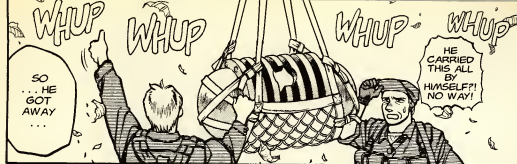


WHAT'S
THIS—
!?









What are we hearing? More pages, more hints and tips, more game info! (Well, we were going to print a complete move list for *Virtua Fighter 3*, but our reporter was captured sneaking around Sega HQ and is being used in horrible motion capture experiments. They mean business with that "No cameras" sign around VF3 showings...)

YES VIRGINIA, THERE IS A GUILLE

Dear Game On! USA,

I just recently got your first two issues and I must say that the game info/manga combo is really cool. It would be even better if you could make the game info (and related paraphernalia) section bigger (but without decreasing the size of the manga comic)! Since *Game On! USA* focuses mainly on Japanese games, I'm looking forward to seeing lotsa *Street Fighter* in it! Oh, and lotsa Guile! I love Guile; he's my absolute favorite character! I mean, whatta hunk? Speaking of which, will he be in *Street Fighter 3*?

I've also got a couple of questions. Why do games always seem to over-favor the female characters? They're always the "star attractions" and the ones who are given the most publicity. I understand that the target audience for vid games is teenage boys, but I think it's unfair to us girls. I don't know about other female gamers, but I would personally much rather see pics of Guile than several scantily-clad, barbnashed women toting whips.

Also, I was wondering—does Cammy have any special feelings for Guile, or vice versa?

The world's biggest Guile fan,
Jen Seng
Westborough, MA

We agree, Jen. It'd be interesting to see the cast a fighting game would have if the developers weren't nearly 100% male, as (unfortunately) usually is the case. (Though AM2 has a female staffer, Mika Kojima, who did VF3 character model-ling.) Capcom isn't saying much about STREET

highly hyped women in that series. BTW, thanks for the picture, Jen! We're saving it to print later, in color.

STRIPPED-DOWN SAILOR MOON

To the good people at *Game On! USA*,

In the future, how's about reprinting some *Sailor Moon* or *Magic Knight Rayearth*? That would be splendid. You could also do game reviews of *Langrisser III*, *Neon Genesis Evangelion*, and such "strip mah-jongg" software as *Super Real Mahjongg PVI* and *Can-Can Bunny*. It's a thought.

Mr. Charles E. Kusiak
Macomb Twp., MI

SAILOR MOON is a cool show, but we only print manga based on games. Otherwise, the want list would get pretty long!

Incidentally, you demonstrate something we've noticed in a few other letters. There's a contingent that wants SAILOR MOON coverage, and a (smaller) contingent that wants 18-and-older things like "strip mah-jongg" games. Due to the extreme range of Japanese games, we could easily become a split-personality gaming magazine if we wanted to. In the interests of appealing to most people, we'll have to recommend the Internet or your local importer for info about such "adult" games. In addition, Sega of Japan has bowed to parental groups and is now forbidding nudity in mass-market games. Good luck!

However, we do plan to have an article on simulation games (some of which are coming to American PCs) in a future issue. There, I bet half of you didn't know games like this even existed...

A STREET FIGHTER PURIST SPEAKS

Greetings, I wanted to let you know how much I enjoyed the first issue of *Game On! USA*. As a devout *Street Fighter* nut, I can't tell you how nice it is to see a magazine treating this legendary series with the respect that it's due. That said, Raymond Pat's review of *SFA* for *PlayStation* was sorely inaccurate. Tell him to buy an arcade joystick for his PlayStation and play the game again. I pull off Level 3 Supers no prob. Also, Guy is anything but a Fei Long clone, and Adon is not a Balrog lackey. And, just so you know, Ryu and Ken are ten times as interesting as everyone in *Tekken 2* put together.

That review, plus one other thing, were the only bad things in this issue. The other thing was in the "Out of the Arcades" section where you state that "many fans approved of the English dubbing" in *Street Fighter 2: The Animated Movie*. Hah! I haven't met any. Everyone I talked to hated everything about the dubbed *SF2* animated movie. Voice acting: Ryu sounded like a twelve year old! I'm surprised his voice didn't crack! Musu: We get the tone-deaf! Cory Leiros on the score, in which he totally destroys the mood the director intended for every scene in the movie. Ugh! The pain! The only thing they did right was that they pronounce Ryu correctly. [We hate hearing "Roy," too—Ed.]

As you can tell, I'm a hyper purist, so if I like something, it has to be high quality, and I like *Game On!*. Here's to many years of success.

Little
Elizabethton, TN



Noël Brand
The Netherlands

You weren't the only one to argue about Raymond's *SFA* review, Patrick, but Raymond stands by his controversial opinion. About *STREET FIGHTER 2: THE ANIMATED MOVIE*, it may have been presumptuous to speak for fans, but *Renegade Video* seemed to be trying to pull in the non-fan audience that wasn't familiar with anime (hence changing the music, cutting the shower scenes, etc.). Purism vs. commercialism seems to be an eternal struggle. For that matter, who hasn't noticed changes in the U.S. versions of Japanese games?

Fan Art Wanted!

The contributors on this page are the brave ones who sent in fan art without being asked to! But now you know "the water's fine," so send us yours! Send your illustrations and we'll print them each month. The only guidelines are as follows: (1) Avoid using pencil or binder paper (color pencils are okay, but don't reproduce as well as pens). (2) NO LARGER THAN 8 1/2" x 11" (3) It doesn't have to be on the envelope. (4) LABEL the back of your art with your NAME, ADDRESS, and AGE. We're waiting for your designs!

When we run out of mags to read, we tear into your mail. Address correspondence to: **GAME ON! USA-C/O VIZ COMMUNICATIONS-P.O. BOX 77010-SAN FRANCISCO, CA 94107**, or via the Internet to **game.on@siirus.com**. We are unable to answer mailed letters individually. Concise, typed letters have the best chance of being published. We reserve the right to edit for space or clarity.



Paula Dunlop
Mettairie, LA



Charles E. Kusiak
Macomb Twp., MI

FIGHTER 3, but Ryu is the only 100% confirmed returning character! However, the popularity of Sakura in *SFA2* does seem to foretell more

SAMURAI SHODOWN



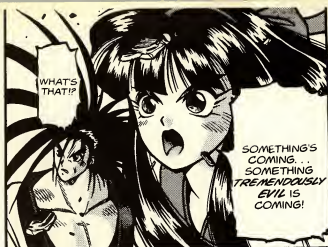
BATTLE SIX NETHERWORLD

Story by KYOICHI NANATSUKI

Art by YUKI MIYOSHI

English Adaptation by FRED BURKE & KAORU HOSAKA

Lettering & Touch-up by MARY KELLEHER



WHAT'S
THAT!?

SOMETHING'S
COMING...
SOMETHING
TREMENDOUSLY
EVIL IS
COMING!



HEH
HEH
HEH...

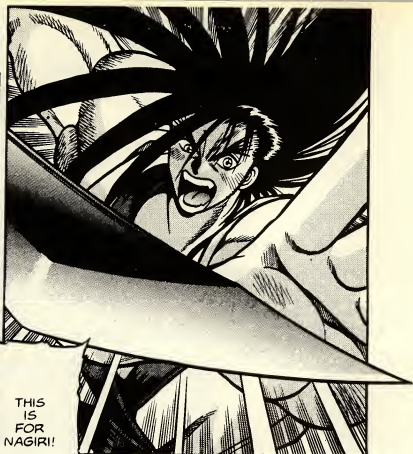


OH! THE
BATTLESHIP
OF THE
NETHER-
WORLD,
YOMOTSU,
HAS
ANSWERED
MY
PRAYER!!

ZSHFWSH
ZZASH FWSHH

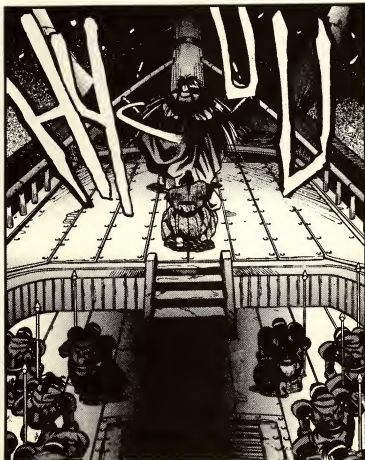
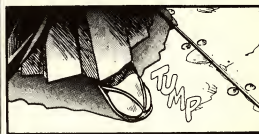
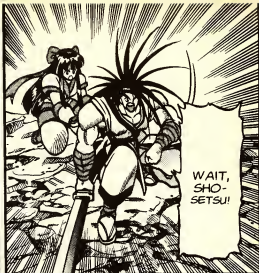


SHO-
SETSU
!!



THIS
IS
FOR
NAGIRI!





I AM
SHIRO.
COMMAND
ME AS YOU
DESIRE,
MASTER
SHOSETSU
...



DO
IT.

YES
SIR!



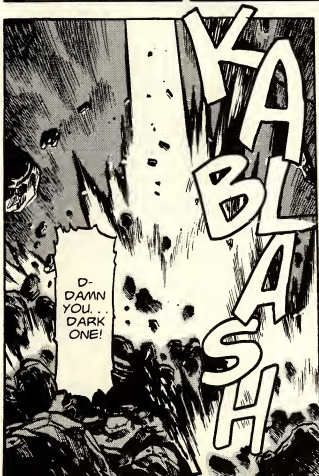


THIS
WAS NO
BETRAYAL!
THIS
WAS MY
PLAN
FROM THE
BEGINNING...



NOW
THAT
I HAVE
SUMMONED
AMBROSIA'S
ARMY...

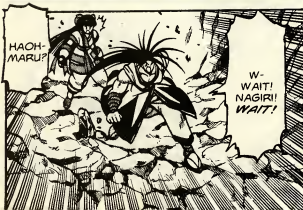
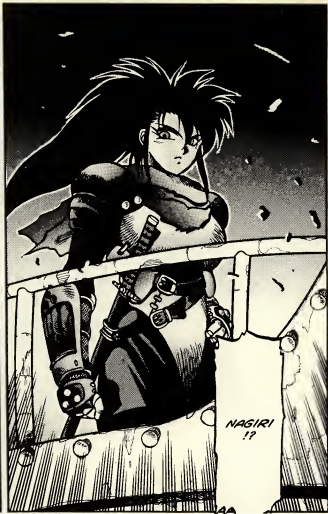
I NO
LONGER
HAVE NEED
OF YOU!
YOUR WORK
IS OVER,
GEN-AN.

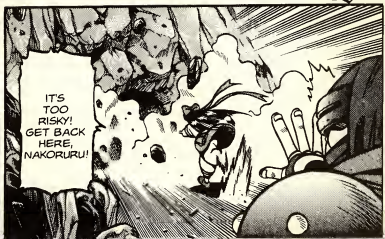
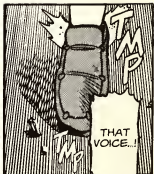


D-
DAMN
YOU...
DARK
ONE!



TH-
THAT'S...

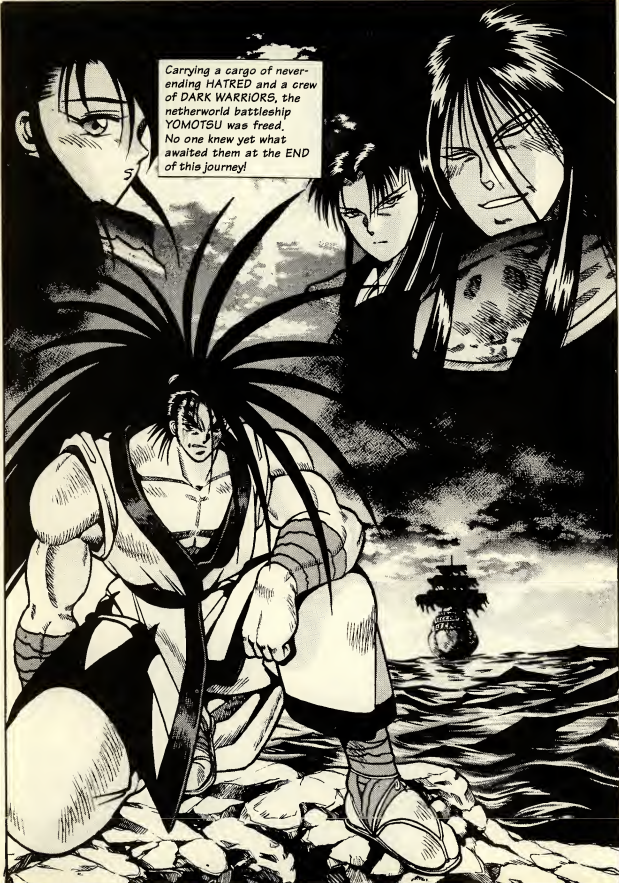






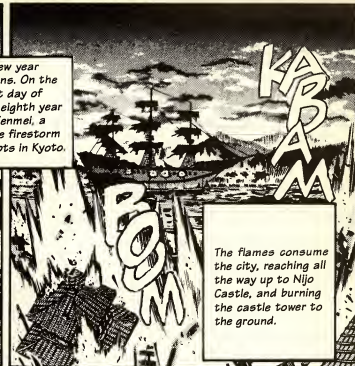


Carrying a cargo of never-
ending HATRED and a crew
of DARK WARRIORS, the
netherworld battleship
YOMOTSU was freed.
No one knew yet what
awaited them at the END
of this journey!





A new year begins. On the first day of the eighth year of Tenmei, a huge firestorm erupts in Kyoto.



KABAM

BOM

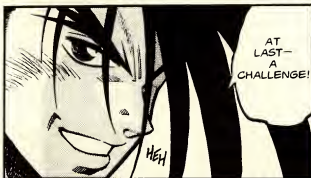
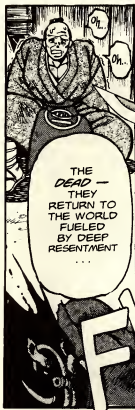
The flames consume the city, reaching all the way up to Nijo Castle, and burning the castle tower to the ground.

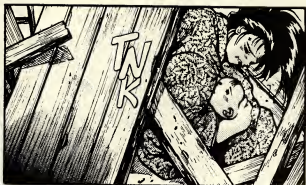


BURN!
LET THE
OLD ORDER
BE ASHES
AND SMOKE!
THE RULER
OF THIS
WORLD IS
NEITHER
GOD NOR
BUDDHA!

IT IS
I, YUI
SHOSETSU,
BAPTIZED
BY THE
DEVIL
AMBROSIA

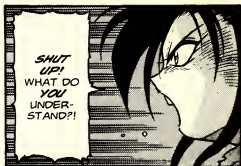




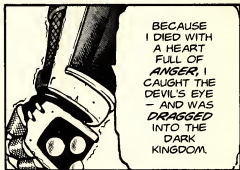




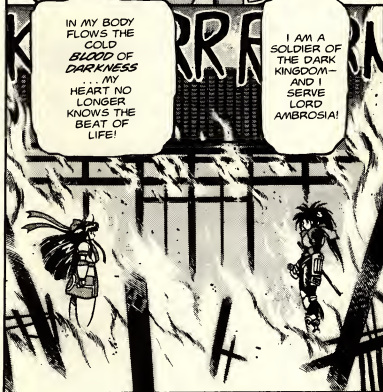
I AM A
PRIESTESS
OF KAMUI-
KOTAN.
I UNDER-
STAND...



SHUT
UP!
WHAT DO
YOU
UNDER-
STAND?!



BECAUSE
I DIED WITH
A HEART
FULL OF
ANGER, I
CAUGHT THE
DEVIL'S EYE
— AND WAS
DRAGGED
INTO THE
DARK
KINGDOM.

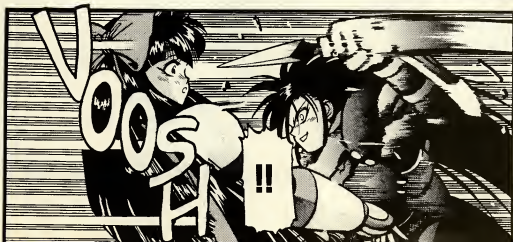
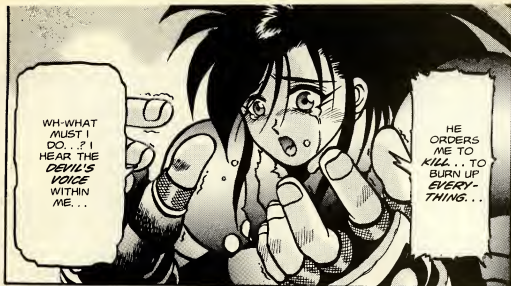


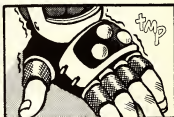
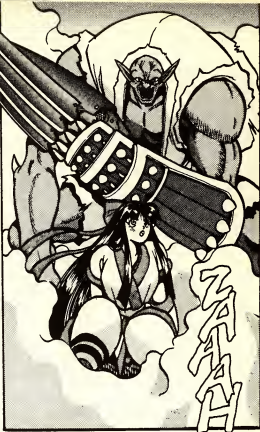
IN MY BODY
FLOWS THE
COLD
**BLOOD OF
DARKNESS**
... MY
HEART NO
LONGER
KNOWS THE
BEAT OF
LIFE!

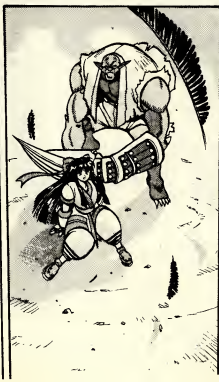
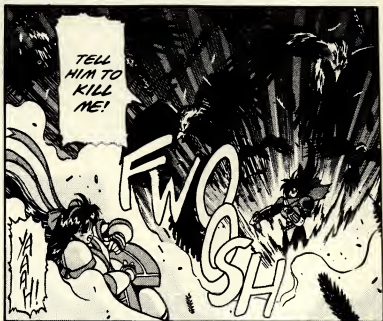
I AM A
SOLDIER OF
THE DARK
KINGDOM—
AND I
SERVE
LORD
AMBROSIA!



I'M NOTHING
BUT A LIVING
CORPSE!
YOUR
WORLD
HAS BEEN
TAKEN
FROM ME—
FOREVER!



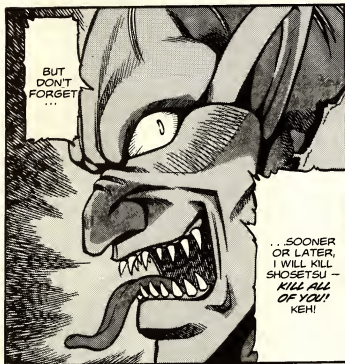






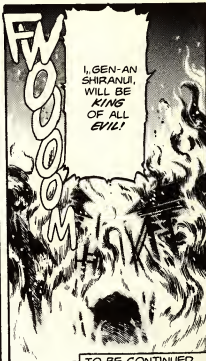
NOW
WE'RE
EVEN! I NO
LONGER
OWE YOU
FOR SAVING
MY CHILD...

FM
P



BUT
DON'T
FORGET
...

... SOONER
OR LATER,
I WILL KILL
SHOSETSU -
*KILL ALL
OF YOU!*
KEH!



I, GEN-AN
SHIRANUI,
WILL BE
KING
OF ALL
EVIL!

TO BE CONTINUED...



Glams

SPACE & BEYOND

Heard of *Glams*? Recently **Game On! USA** had the chance to meet with the new Japanese software developer, whose first work, **Quo Vadis** (Latin for "Where do you go"), came out for the Japanese Saturn in December 21, 1995. In March a **Quo Vadis** animation OAV followed, and now Software Sculptors has announced they will publish **Quo Vadis** for PC in 4th quarter 1996 in the States (not to mention in Korea, Taiwan and Japan). The American PlayStation is also under consideration. *Glams*' second game, a 3D fighting game named **Galventure**, will be out for the Japanese PlayStation in December.

What's impressive about **Quo Vadis**? For one, Haruhiko Mikimoto, the character designer for the **Macross** series (known in the U.S. as **Robotech**) made the all-new characters and story for this space opera of war, friendship and betrayal.

Masatoshi Fujii, Vice President of *Glams*' International Division, talked with us about animation, gaming, and *Glams*' possible future.

SPACE CADETS, WHERE DO YOU GO?

Game On! USA: Your first game, and you get Mikimoto, who is famous for *Macross*, to design it. How?

Fujii: It's the first time Mikimoto's been able to actually put input in the design of a game. He's been too busy with orders for characters like *Macross*... "We want him to do this and this and this." We let him tell an original story.

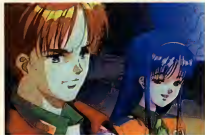
Game On! USA: Describe *Quo Vadis*.

Fujii: It's a military strategic simulation game, with storyline in between. A federation of planets make up the Eva Corps...the characters are students in a military officers' training school, each from a different homeworld. When a civil war begins, a lot of the homeworlds secede from the Eva Corps, and they're pitted against one another. You play one student, Hal Valencin. The catchphrase is "Why must friends fight?"

Game On! USA: How easy is Mikimoto to work with?

Fujii: It was hard on him, probably, because he's doing a monthly comic series, and as soon as he was finished with an installment we'd lock him in a room and make him work on our characters.

Game On! USA: You say play time is 72 hours. I



Quo Vadis

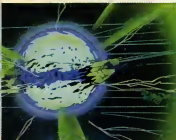
played *Quo Vadis* one day, but I didn't have a save cartridge...so when I died, it was awful! I played for twelve hours straight.

Fujii: (laughs)

Game On! USA: How much animation does the game use?

Fujii: There are three sequences; one of a major battle, one when all the cadets are separated, and the ending sequence. They're about five minutes each. There's lots of 3D rendered animation.

Game On! USA: Are there any additional angles to a military simulation because it's set in space?



Quo Vadis

Fuji: Well, most war simulations up to now have been "Turn one: the player attacks, wipes out X number of forces. Then the computer attacks back." In this game, you input all your attacks, and then both sides fire at the same time. It's simultaneous combat.

Basically, we look at the game as an interactive movie...you take the story, and then add a game aspect to it. There are three different endings.

Earlier, we had the idea that *Quo Vadis* was going to have three parts. This one was going to be from the Eva Corp's point of view, the second one was going to be from the other side's point of view, and then the main characters from one

Of course it's good to use big names like Mikimoto, but then it'll always look like a "Mikimoto character."

and two will meet in three.

Game On! USA: Sounds like *Legend of the Galactic Heroes*.

Fuji: The plan is to make the second more one-on-one; when your fleet moves in on a planet you send in dropships with troopers in powered armor suits, and they fight. So it's just not a ship-by-ship battle, as in *Quo Vadis*. It has both.

Game On! USA: Do you think gamers will be more interested in the challenge or the story?

Fuji: The main focus for *1* is the story. In *2*, we want to focus more on the gameplay aspect and use a real 3D playing field. Right now it's at a 45-degree angle, so it looks 3D, but it's still on a hexagonal plane. In space you should be able to go anywhere, right?

ALICE IN CYBERLAND

Game On! USA: We notice you're also coming out with the PlayStation *Galventure*, produced by Reiko Chiba [a pop idol, Chiba has released some singing albums, and was the voice of Nakoruru in the *Samurai Spirits* anime—Ed.]. So, she's the producer?

Fuji: (laughs) It's an advertising thing.

Game On! USA: *Galventure*...so (ahem), is it a "nasty" game?

Fuji: Not at all! Sony's releasing it. They're worse than Nintendo that way.

Game On! USA: What's the story?

Fuji: The characters are all computer freaks, and they go into the computer network and enter

this "cyberland." They get sucked into the game and become these characters.

Game On! USA: So it's a girl fighting game similar to *Burning Fest* or *Pretty Fighter X*?

Fuji: It's similar to some of those games, but it's got an AI which is a little bit different, which'll make it more interesting. You can play a character in a story mode, or just do a head-to-head mode. It's *Toshinden*-like, but it's got its own system.

Game On! USA: Does it have a famous character designer like Mikimoto?

Fuji: Actually, we're using someone new, Daisuke Moriyama. We're going to raise him from here and use him in other projects. We plan to go into animation production. Of course it's good to use big names like Mikimoto, but then it'll always look like a "Mikimoto character."

Game On! USA: So what fighting games do the game designers for *Galventure* like to play?

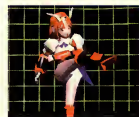
Fuji: The game designers and programmers like combat games; they put on camouflage and combat goggles and go shoot each other on their days off.

Game On! USA: *Paintball*? We play paintball here...you should come out sometime! In closing, do you have a message for American game players?

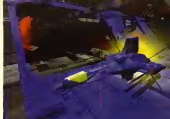
Fuji: We think of games and animation from Japan as a cultural export...We want a game where there's no border restrictions. I'd like to reach a day where something like *Quo Vadis* is no longer thought of as an import-converted game. ☺



Quo Vadis



Galventure



Quo Vadis



Galventure



Cluster Bombing

Saturn Bomberman

System: Sega Saturn
Developer: Hudson Soft
Publisher: Hudson Soft
Availability: Now (Japan)

If you saw "Number of Players: 10" in the heading of a review, you might think that it was a typo. Nope. In this latest **Bomberman** incarnation, you can battle against nine of your buddies! How, you might ask? This is accomplished by having two multitaps connected to the two joystick ports of the Saturn! But the art of ten-player Bomberman destruction did not originally occur in this version. Hudson Soft released **Hi-Ten Bomberman** for the PC-88 about a year ago, with a similar 10-player ability.

This function is probably the most unique quality about **Saturn Bomberman**, apart from the new animation intro. Indeed, I recently passed a video game store displaying the new Saturn Bomberman on their TV. There were many onlookers watching the hilarious antics of the black and white Bomberman avoiding the mad scientist and the weird-looking general. The video is very cute, if slightly grainy. However, it really does not add much to the game play.

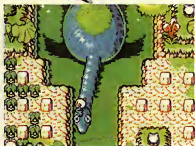
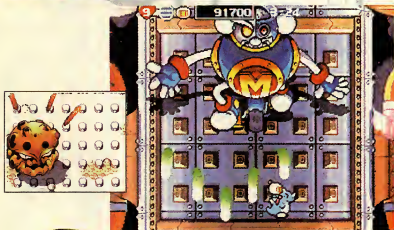
As for the game itself, this is your basic Bomberman—run around a top-view maze throwing bombs until you're the last thing standing. There is the ability to choose different types of Bomberman warriors with different special abilities to duke it out in the arena. When you perish, you are sent to the rings, enabling you to roam around and throw bombs from the side, just like in **Super Bomberman 4** for the Super Famicom. Admittedly, the arenas this time are better designed than **Super Bomberman 4**. Still, I find it slightly lacking when compared to the intense battlefields of **Bomberman '94** for the PC Engine, the original **Super Bomberman**, and **Super Bomberman 3** on the Super Famicom.

The ten-player function was implemented with mixed results. Yes, you can now play it with many of your buddies, but now the characters and the items are even smaller than the icons you see in Microsoft Windows. Unless you have a really large screen, trying to figure out which power-up is which can be a strain. Also, the enlarged battle field means that you have to trek for an eternity before you can get to the other side to bomb your opponents. And the cost of buying two multitaps and eight joypads might empty your wallet faster than getting a new computer.

Raymond Pat

The Last Word: Overall, this is a well-designed Bomberman, with some flaws which need to be worked out. If you're a Bomberman nut, this might be your ticket to destruction heaven. But perhaps in the next version of Bomberman the gameplay will be tuned up to its maximum potential.

Raymond Pat is currently a college student heading for Computer Engineering Degree. He spends most of his free time listening to loud, obnoxious music as well as playing predominantly adventure, role-playing and fighting games. He may be seen roaming around at arcades, or dingy cafes where he crams his procrastinated homework at the last minute. Lucky for **Game On! USA** he's more timely with his reviews of Japanese games!



A Toon for the Better

Motor Toon Grand Prix

System: PlayStation

Developer: Bandit

Publisher: Sony Computer Entertainment

Availability: Now (Japan), October (U.S.)



The very first thing I noticed about *Motor Toon Grand Prix* (Motor Toon GP 2 in Japan—Ed.) was the wallpaper. When I first loaded MTGP and scrolled through its options, the Wallpaper toggle just leaped out at me. I mean, we're not talking about a just few meager switches for customizing your screen, but somewhere in the vicinity of 80 different styles! That and the mysterious 'Goodies' screen would have easily made MTGP a must have even if the game itself was not. Fortunately for us all the game is quite good.

Motor Toon Grand Prix is one of the latest super-deformed racing games to be released overseas for the PlayStation. Unlike its genre-mate, *Choro Q*, MTGP takes its cartoonish nature seriously and features kitschy graphics, hyper-themed tracks, unusual weapons and power-ups, as well as an eccentric variety of vehicles that twist, compress, and stretch whenever they turn, brake or accelerate. Of course, all of the game's artwork and character designs bear the distinctive mark of Susumu Masuhashi. If you are a fan of his cover illustrations for *Weekly Famitsu*, then you won't be disappointed with the look of MTGP.

Regardless, at heart, MTGP is your standard racing sim. You start with a choice of five different vehicles, an equal number of tracks, and four different racing options. Free Run mode is especially neat. Not only does it allow you to practice each track ad nauseum, it also gives you the chance to explore each environment and find all of its hidden routes and crannies at your leisure. Another noteworthy feature is the Replay Theater; you can save the video for later retrieval and use for a 'ghost' car to race against and better your time.

Speaking of gimmicks, the ultimate one must be the infamous 'Goodies' screen! When you beat your computerized opponents in the Championship race on each of the five difficulty levels, its six slots gradually fill up. The first bonuses unlocked are three extra cars and five extra tracks (basically the originals reversed and remixed)—then you get to the really good stuff! Beating the game on the Hard and Professional levels nets you two mini-games: Submarine X (a 3D *Battleship* clone) and Tank Combat (a *Spectre* VR-style game featuring several of the MTGP characters). It's the next to the last treat, *Motor Toon Grand Prix R*, that's definitely the one worth practicing for! This *Ridge Racer Revolution* spin-off features a stripped down (more realistic?) version of the Toon Island track and two cars (Indy and NASCAR).

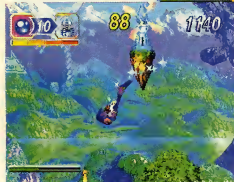
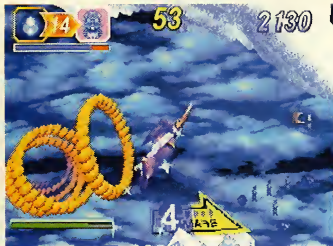
MTGP has much to recommend it. It is both fun and funny, delightful and challenging. The graphics are gorgeous, the load time between modes and races almost non-existent (a trend...?) and—surprise!—the game is done entirely in English. And speaking of hopeful trends, one final note; the Japanese MTGP package comes complete with a non-bootable copy of the game for use in linked mode. I cannot stress what a great boon this is and I encourage Sony of America to consider hard following suit.

Elizabeth M. Hollinger

The Last Word MTGP is conceivably the most appealing racing sim on the Japanese PSX market today. Its beautiful graphics (courtesy of Susumu Masuhashi), challenging driving model and unique 'Goodies' Screen make it a must have for every racing fan.



Elizabeth Hollinger lives a life of quiet obscurity in the Midwest co-editing an equally obscure fanzine called *phosphors*. The rest of the time she drinks far too much espresso, bounces off walls and tries to relive her childhood through the pages of Nakayoshi.



A Dream Paradise

Nights

System: Sega Saturn

Developer: Sega

Publisher: Sega

Release Date: Now (US/Japan)

Straight from the very people who brought us *Sonic the Hedgehog* comes their greatest creation to date. Hands down, *Nights* has to be one of the most amazing games I've played in years. *Nights* is innovative, unique, and a whole lotta fun too, although I have no idea where the catch phrase "It's a Dream Paradox" comes from.

The story takes place in the dream world of Nightopia where the evil Wizeman, with his followers the Nightmasks, are trying to take control of this once peaceful realm. *Nights* (that dream entity with the purple jester's cap), wanting no part in this evil undertaking, defects from the Nightmasks and enlists the help of two plucky young children to defeat Wizeman and put things right. The two children are Claris Sinclair and Elliot Edwards, and so the adventure begins.

Your chosen character (Elliot or Claris) begins each level (dream) with five glowing orbs called Ideas. Promptly, four of the five are stolen from you and played in Idea Captures throughout the level. Your challenge is to destroy all four Idea Captures and return the Ideas to the Idea Palace. To destroy an Idea Capture, you must amass 20 blue chips and then enter the Capture all in the allotted time, or you will transform back to one of the children while falling to the ground, arms and legs flailing. Upon returning the Idea, your performance will be graded on an A to F basis, and after returning all four you then go to fight the obligatory boss. Also, to advance to the final dream, a C average or better must be maintained. As cut-and-dried as that may sound, there's a lot more to *Nights* than just that.

Visually, *Nights* is jaw dropping. The color palette is exquisite, the backgrounds are amazing, and the 3D graphics are incredible. On top of all of that, *Nights* has the best soundtrack since *Sonic CD*, if not better. The game play will take a little getting used to (use of an analog pad is highly recommended), but in no time you'll be dashing through seemingly endless streams of floating rings, and performing acrobatic feats which would put even the greatest sky diver to shame. The only major flaw in *Nights* is that you're pretty much on tracks, and are not free to go roaming around the level as you would like, but you get used to it.

Simply put, *Nights* is sheer, undiluted galling bliss. With endings (which get better after you have finished the game with both characters) that are little less than magical, and graphics the likes of which keep you begging for more, how could you possibly say no to this game (Excluding *Mario 64*?)

Kit Fox

The Last Word: If you are a Saturn owner, it is your obligation to either (A) have a close friend who owns this game, or (B) buy it yourself, though I strongly suggest the latter. Games like this are hard to come by.



Hard-playing and hard-writing Editorial Assistant Kit Fox is always welcome at the *Game On!* offices, particularly if he brings his Red Vines. An avid Saturn Fan and foreign exchange student just returned from a long summer's stay in Japan, he now speaks fluent Japanese as long as the subject sticks to fighting games (he prefers Capcom's and Sega's).

Predicting Failure

Psychic Force

System: Arcade
Developer: Taito
Publisher: Taito
Availability: Now (Japan)

Well, after all those beautiful screenshots, all the hype, and all the anticipation coming from its PlayStation release, I finally had a chance to play the game. **Psychic Force** is a polygonal game with true 3-D movement. You play the whole game while flying! The game most similar to **Psychic Force** would probably be the ill-fated **Bastard!!** game for the Super Famicom, or to a lesser degree, **Dragon Ball Z Hyper Dimension**. Unfortunately, **Psychic Force** will not leave the bargain bin by a very long shot.

But first, some general descriptions. There are eight selectable characters: Burn, Wendy, Emilio, Sonia, Gates, Brad, Wong and Genma. All of them have special psychic powers which allow them to throw projectiles across the game screen. For example, Burn uses fire, and Gates uses electricity. The battle stage is set in a square, transparent box or cube, which the players cannot leave while playing. Outside the box is a panoramic, if sometimes blocky, view of lush Japanese forest, bright-city lights, and other places.

The characters can fire several types of projectiles, depending on which characters are chosen. Some even have other powers, like Wong, who can use illusion to appear as two people, or teleport behind an enemy's back. There are several supers, which can be done when the mini, vertical "psychic bar" at the bottom is full. These supers are cool, like Brad's ice dragon. Besides firing projectiles, one can rush at opponents and do four or more punch and kick combos. Throws can be performed when near.

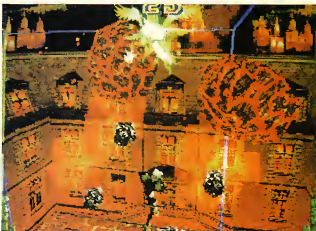
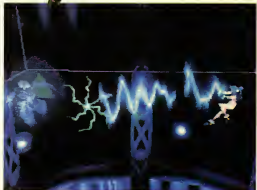
As for the control, most of it is simple **Street Fighter II** moves. One can select manual or auto guard at the beginning, as in Capcom games. There are special dashes and blocks; some characters can also surround themselves with a cringing barrier, which can act as protection or as an offensive weapon (just rush at an enemy with the barrier around you!).

Now, with all the technicalities done, I can give my opinion of the game. Frankly, this is more like a bad shooting game than anything. Shoot, shoot, avoid, avoid. Wow. Even the rushing and the punch-kick combos don't really help the situation, because it is so easy to fly away from both the enemy and the projectiles. Also, the cube that the players are restricted in is really annoying. If you get hit, you sometimes will fly right into the wall of the cube and play roadkill for a couple of long, tedious seconds. And of course, your enemy will be preparing his or her super by the time you get up. Your opponent can pin you down with punch-kick combos as well.

The graphics are nowhere near as good as they were seen in magazines. The characters are blocky and low-res. In some large supers one can clearly see the pixelizations on the projectile. Great.

Raymond Pat

The Last Word: All in all, this game may provide some amusement to you at the beginning. But after a few quarters you will turn back to the games you were playing before. And for me, those games were **Real Bout Fatal Fury**, **Last Bronx** and **Time Crisis**.



S u p e r N i n t e n d o

• Final Fantasy V

Game Genie Codes

Walk Through Mountains on World Map
DDF8-5DD0



This code lets you walk through any mountain as long as you're not in a town, cave, etc. You can access characters and items at locations you normally won't be able to reach until deep into the game.

Skip to Shipwreck Sequence

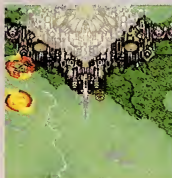
DDC8-E407

The instant you start up with this code active, it'll take you into a sequence from later in the game. After starting up, turn Effects "off" to continue or the sequence will repeat indefinitely. After the sequence ends, you're left in a remote town (with the other characters added to your party if they're not already there) close to a black chocobo's residence. Once you get back to where you started, you can save the game and keep the chocobo for later even without the Game Genie.

Skip to Flying Fortress Sequence

DDC8-E407

This code works a lot like the last one. You need to steer the airship away from the fortress to continue the game, but be sure to turn Effects "off" before doing so or it'll repeat like the last code.



Life is Cheap

001D-7DA8

Any character or enemy who is attacked instantly dies; battles become a matter of initiative. The code would be perfect



except that you have to turn Effects "off" before entering the items menu, or the game will crash and you have to reset. Recommended only for use against bosses. Oh, and the fact that your characters can be killed easily as well.

Jay McGovern

Quick Kills

Due to Final Fantasy V's unique system where any character can be any class at any time, there are many ways that this can be used to your advantage.

A lot of the information here was first published in the FFV FAQ that I cowrote with Nora Stevens and Tatsush Nakaio. Lots of thanks to them for providing me with most of this info as well as translations.

Boss: Iron Claw

Kamak Castle

HP: 500

Any attack will work, but make sure you have a Blue Mage who can learn his "Death Claw" for later.

Boss: Biblos

Ancient Library

HP: 3600

Use "Death Claw". Then, just hit him once and he's gone.

Boss: Sand Worm

Oukaand Desert

HP: 3000

In the desert north of the Library, you meet an enemy named "Dorany Chimes". Learn his spell "Acid Breath" and use it against Sand Worm. It should die in one blow.

Boss: Adamantite

Tycoon Meteorite

HP: 2000

In the Library, you can learn a spell called "Level 5 Death" from an enemy called "Page 64". Use it on Adamantite to kill him in one blow.

Boss: Titan

Kamak Meteorite

HP: 2500

First go to "North Mountain" and Control the Gra Cat (flying cat). Have it cast "Levitate" on your party. Then, go fight Titan—he uses "Earth Shaker" (Quake) and "Levitate" will nullify it so you can beat him easily.

Boss: PincBells

Location: Walloe Meteorite

HP: 2200

Make one Samurai and do "Zeninage" (Coin Toss) until they are dead.

Boss: Tynnossaurus

Location: Underground River

HP: 5000

Use a Fanx Down on it. It will die in one blow.

Boss: Dragon Weed (Hirou Soul)

Location: Valley of the Flying Dragons

HP: 12000

Use the Call Beast Golem to guard against Poison damage, and use "Gravity". Reduce the HP of the big weed in the middle to 3 digits, and use "Coin Toss" to finish them off.

Boss: Atomos

Location: Sumer Tower

HP: 19997

Let the character who was hit by "Comet" die. Then use "Coin Toss" until Atomos dies.

Boss: Subero o Shionomo

Location: Fort Tower

HP: 16669

First, cast "Reflect" on both your characters and on him. Then, all his attack spells will bounce back to himself and all his cure spells will bounce off him and onto you. Then, cast your magic on yourself and it will hit him. If you need to cure (unlikely) you can cast it onto him and it'll bounce back. Eventually, he'll cast "Flare". It will bounce back and kill him.

Boss: Tinton, Nereid, Phorbos

Location: The Great Deep

HP: 13333 each

Make four Berds and sing Requiem. They should die fast.

Boss: Gogo

Location: Sunken Tower of Walse

HP: 7777

Don't attack! Let revenge with "Meteor", "Holy", and "Flare." Simply wait and you'll win and gain the hidden MIMIC class. (thanks of Final Fantasy VI.)

Secret Bugs

Bug item "Etu Efu"

You need two things to get this: one person who can cast both "Quick" and "Meteor" magic. First, go into battle. Then kill everybody except the person casting "Quick" and "Meteor". Cast "Quick" and "Meteor" on yourself; you must kill yourself with it. After the battle, someone will have an item called "Etu Efu" equipped. This nullifies all physical attacks, but you can't effect a weapon or shield. Once you remove it, it's gone.

Effect everyone with single-target magic

You need two things: a person who can mix items (Chemist), and a person who can do "Hexokuma" (X Magic: Ability of Red Magi). First, go into battle. Then, cast any Magic on anyone. Now, use "X Magic" and choose a single-target magic like "Life". Then, choose a multiple target magic like Cure. Cast Life on somebody and then cast Cure on everybody. When Life is cast, everybody is effected! This also works with attack magic, but using Flare and Holy can be risky (the game may freeze).

Chris Kohler

• Sidewinder/Bogey: Dead 6

"Chase Plane" view

At the plane selection screen, put the cursor on the plane you want to use, then press L1 L2 R1 R2 Select Start. Your viewpoint will be slightly behind the plane, allowing you to see yourself get hit by missiles, crash, dodge enemy planes, etc. However, you can't look at your radar, so it may be difficult to complete missions.

Access all the planes

This code lets you use all the planes from the beginning. From the plane selection screen, press left, left, right, down, up, down, right, select.

Select all the missions

This code lets you play all the missions without beating any of them first. In the mission selection stage, press up, down, down, right, left, down, up, triangle.

Alistar Roth



P l a y S t a t i o n

Gold Rush

Can you strike gold in shareware? Game On! USA talks to Fred Perry, creator of Antarctic Press' popular manga-influenced comic Gold Digger, about his plans for Gold Digger—The Computer Game.

Game On! USA: To begin with, I heard in about 1994 that you were starting to work on a Gold Digger computer game.

Perry: Yeah. I've been programming for a long time—had an Atari 800XL and I'd done a few games on that, and this is the first big project I've done on the IBM in a long time. I decided to do a Gold Digger game because of a spark of inspiration. I had read a book on Z-Buffering and how they did the Doom engine, and I was like 'Whoa! I could do this for a game and actually market it!'

Game On! USA: Are you using a Doom-type programming engine, or are you programming your own?

Perry: It's kind of a cross between the Doom engine and the Wolfenstein engine. What I plan to do is get around its limitations with art, and gameplay, and story. I want to make it extremely fun.

The four selectable characters are Gina, Brittany, and...well, this is a hard decision to come to, whether it will be Ryan or Seance, but I'm going to choose Seance because of her spell-casting ability. And Stryfe. And the

way Stryfe will be played is, he's kind of a stealth character...I've written Stryfe so that he is able to sneak around very well.

Game On! USA: Is it an original story?

Perry: Oh, yes! It's going to start in an ancient construction in Africa, erected in celebration of the four elements: earth, fire, air and water. And when they get inside, they discover that the elemental planes are under attack by the chaos elementals. Depending on where they go first—earth, air, fire, water—that'll determine how the plot sets. The beginning, middle and end will all be different depending on where you go, and which character you choose.

Game On! USA: So it's a branching level tree; it's not just linear, like in Doom.

Perry: Yes. I've found that those are the most fun to replay. It's going to have to be extremely modular so that I can accommodate four characters and all their plots and at least three secret characters and all their plots.

Game On! USA: Do you know how many levels there are going to be?

Perry: Through all the threads I'm going to have 40 levels. It's not like there are 40 different combinations...You'll miss several levels to get to the end one time, but if you take different routes, or different combinations of routes, you might get to the special ones, and get to a special ending.

Another thing I don't want to miss out on is gameplay. I plan to have each of the characters—when you're fighting enemies—be as

different as their reactions. For example, as in the comic book Gina's got very powerful weapons, and she has shields, but the main problem will be her physical inabilities. Taking one route will be difficult because she has to do a lot of jumping, across chasms and stuff like that, which is really difficult. For Brittany, that'd be easy, but she has no projectile weapons.

Game On! USA: So you're pretty much done with the engine, and now you're working on the levels?

Perry: That's right. What I want this to do is run reasonably fast on a 486-40 with 4 megs...All of the artwork is going to be mine, and I'm going to try to play to the extremes of the engine to make beautiful scenes. I'm going to shoot for this Christmas to have the whole thing ready but not tested.

Game On! USA: How are you going to distribute or publish it?

Perry: I like the shareware approach. That way I could actually have a copy in the book or market a copy. Shareware has really worked for a lot of people, especially the id guys and Apogee. It's not easy, but it's not as difficult or as risky as actually publishing it. I'm going to make it the best that I can. I think it will come out next year.

Game On! USA: Thanks! **GS**



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upcoming

IN OUR NEXT ISSUE...

Two games from the creators of manga are spectacularly released in the States. Working Designs reveals the Saturn **Magic Knight Rayearth**, a RPG from the pen of hot manga team Studio Clamp and the programmers at GameWorks in Japan. Will the **Rayearth** TV show's upcoming U.S. release work like magic with the game? Meanwhile Sony prepares to release **Tobal No. 1**, the brain-child of RPG makers Square, triestege ex-harmonix, ex- Sega development team Dream Factory, and **Dragon Ball Z** artist Akira Toriyama. **Game On! USA** looks at both—and adds more news pages, more pictures, more hints than ever before!



Feature Presentation
THE FIGHT OF YOUR DREAMS
From **Dragon Ball** on TV to **Chrono Trigger** on game shelves, Akira Toriyama's American career is just beginning. Now he and Dream Factory, a new and talent-packed development team, have made **Tobal No. 1**—a game which combines 3D fighting with 3D adventure in a way you've never seen before! Listen in on an interview with Dream Factory founder Seichi Ishii. See Toriyama's other games! And learn the fighting strategies for all eight characters of **Tobal No. 1**!

32-bit Manga

The astonishing climax of **SUPER STREET FIGHTER II: CAMMY**

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SAMURAI SHODOWN

Nagiri faces Hachmaru in the penultimate showdown, and it's a fight to the death! Plus, the **Rose of Versailles** comes to help Japan in its darkest hour!



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